



What Goes Around... Comes Around!®

AGES: 8 to adult

PLAYERS: 2 to 6 (can be played with up to 12 by combining 2 games)

THE OBJECT: Get rid of all of your cards.

DECK: There are 3 of each card in the game. Number cards that range from 1 to 16 and 4 different KARMA CARDS.

DEAL: Open and shuffle both decks together. Deal 3 face-down Table Cards to each player. **The face-down Table Cards cannot be looked at prior to being played.** Then deal 6 cards to each player. Choose 3 cards from the 6 to become your face-up Table Cards & place them on top of each face-down Table Card. *Tip: Select easier to play cards such as your highest numbered cards or KARMA CARDS to be your face-up Table Cards.* The remaining 3 cards become your Hand Cards.



THE PLAY: The player to the dealer's left goes first by laying down a card(s) from his or her hand to start the discard pile and then drawing from the draw pile to replace the played card(s). *All players must have a minimum of 3 cards in their hand until the draw pile is gone.* If you already have 3 or more cards in your hand you do not need to draw at the end of your turn. In turn each player must play a card(s) of equal or higher number than the previously played card. Identical cards may be played at the same time (see Playing Doubles and Playing Triples). If you are unable or unwilling to match or beat the previously played card, you must pick up the entire discard pile and your turn is over. The next player starts a new discard pile.

Face-up Table Cards can only be played once all Hand Cards have been used (unless using a "PLAY A TABLE CARD" KARMA CARD). All face-up Table Cards must be played before playing any face-down Table Cards. If you must pick up the discard pile (or are given the pile from a friend) these cards re-form your Hand Cards and must be played before playing your Table Cards again. Face-down Table Cards must be played without looking. The card is a surprise when flipped onto the discard pile. If it is not a KARMA CARD or equal to or higher than the previous card played, you must pick up the discard pile. Play continues until there is only one player left with cards. That player loses the game.

KARMA CARDS:

Karma cards, like wild cards, can be played on any card.

"GIVE THE PILE TO A FRIEND" KARMA CARD: When played, give the entire discard pile to another player and the "GIVE THE PILE TO A FRIEND" KARMA CARD is removed from the game. The pile can be given to any player, even a player who has previously 'gone out', thus bringing them back into the game. *This is the ONLY KARMA CARD that is removed from the game when played.*



"PLAY A TABLE CARD" KARMA CARD: This card allows you to play a Table Card(s) early. Table Cards still need to be played in order, meaning that **all** the face-up Table Cards must be played before the face-down Table Cards. If you have no Table Cards left, you can play any card(s) from your Hand Cards. If you have identical cards in your face-up Table Cards **OR** your Hand Cards you can play them at the same time when using a "PLAY A TABLE CARD" KARMA CARD. The card you play on top of your "PLAY A TABLE CARD" KARMA CARD does not have to be equal to or higher than the previously played card.

"BOTTOMS UP" KARMA CARD: When this card is played, take the card at the bottom of the discard pile and place it on top of the "BOTTOMS UP" KARMA CARD. The next player must play on this new top card. If the bottom of the discard pile is another "BOTTOMS UP" KARMA CARD or a "PLAY A TABLE CARD" KARMA CARD, its value is zero and the next player can play any card he or she chooses.



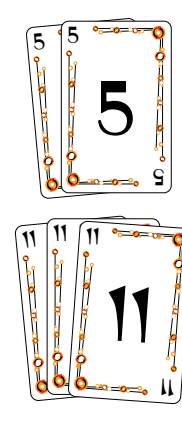
"FIVE OR BELOW" KARMA CARD: This card requires the next player to play a number 5 or lower or a KARMA CARD

SPECIAL RULES:

Playing Doubles: You can play two identical cards at the same time.

Playing Triples: When three identical cards are played (whether played by one player simultaneously or multiple players in turn) the player who plays the third card clears the entire discard pile and plays again.

*** Note: You can *never* play identical cards from different locations such as one from your Hand Cards and the other from your Table Cards. More than one of the same card can *only* be played from one location.



OTHER POINTS OF CLARIFICATION:

• When you use a "GIVE THE PILE TO A FRIEND" KARMA CARD, the play continues with the person to your left even if he/she is the player who received the discard pile.

• If you play more than one "PLAY A TABLE CARD" KARMA CARD at the same time you only get to play one Table Card vs. two or three in one turn.

• If you forget to draw at the end of your turn you will have to play your next turn using only the cards remaining in your hand. Then draw the necessary amount of cards to bring your hand back up to a minimum of three cards.

WINNING: The last player who still has cards loses the game. All other players win.



ALTERNATIVE RULE for Playing Triples:

Remove the 3 "GIVE THE PILE TO A FRIEND" KARMA CARDS from the deck. They are not used in this variation.

When three identical cards are played (whether played by one player simultaneously or multiple players in turn) the player that plays the third card, removes the 3 identical cards from the top of the discard pile, takes them out of play, and then gives the remaining discard pile to any player of choice (even if they don't have any cards remaining). Once this is done, he/she plays again starting the new discard pile.

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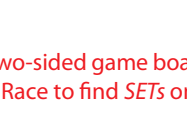
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Age: 6 to adult Number of players: 1 or more

SET® Junior

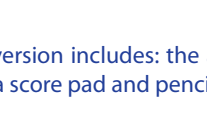
Your very first SET game! With this two-sided game board kids can start to play as young as 3! Match tiles to create SETs on side 1. Race to find SETs on side 2. Earn point chips for each SET!

Age: 3 to adult Number of players: 2 to 4

SET® DICE

Three games in one: SET CUBED®, SCRAMBLE SET® & CROSSWORD SET®! SET CUBED, a strategy game, is the winner of 10 Best Game Awards! SCRAMBLE SET is fast-paced family fun, just like your favorite card game. CROSSWORD SET: create SETs up, down and across connecting all of your dice before your game. Roll, Connect, WIN!

Age: 8 to adult Number of players: 1 to 6



FIVE CROWNS®

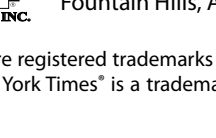
The game isn't over 'til the Kings go wild!® The five-suited rummy-style game is a quick favorite for avid and casual card players alike. A rotating wild card keeps players on their toes through all 11 rounds.

Age: 8 to adult Number of players: 1 to 7

FIVE CROWNS® Junior

Kid-style rummy! Match all 5 cards in your hand to win a treasure chip. The player with the most treasure wins the game. Rotating wild cards just like the original Five Crowns.

Age: 5 to adult Number of players: 2 to 6



QUIDDLER®

The Short Word Game® For the FUN of Words® Winner of over 20 Best Game Awards! The challenge is to combine all the cards in your hand into words. The number of cards dealt changes in each round, and beginning with 3 cards, ending with 10.

Age: 8 to adult Number of players: 1 to 8

QUIDDLER® Junior

FUN with words! A great word game for early readers and word masters alike. Each card contains a kid-sized word and colorful picture. Point chips make scoring easy.

Age: 6 to adult Number of players: 2 to 6

QUIDDLER® DELUXE

It's a perfect present! The deluxe version includes: the award-winning Quiddler game, The Quiddler SHORT Word Dictionary, a score pad and pencil, all in a collectable Q-shaped tin.

Age: 8 to adult Number of players: 1 to 8

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Age: 12 to adult Number of players: 2 to 10

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