

PILE it™

CARD GAME

A high-speed flipping & sorting game

For 1 to 4 Players, ages 6 to adult

CONTENTS

12 START cards

72 Pile it cards

OBJECT

Earn points by flipping and sorting your cards faster than other players. Be the player with the highest point total after all three rounds.

SETUP

- 1 Remove the 12 START cards (blue backs) from the deck. Give each player 3 different colored START cards, face up. Any remaining START cards should be put to the side and will not be needed unless an additional player joins the fun.
- 2 Each player arranges his/her 3 different colored START cards side by side, face up on the table in front of themselves, so that they are numbered 1, 2, 3, from left to right.
- 3 The Dealer shuffles and deals all 72 Pile it cards evenly to the players, *face down*. Players pick up their Pile it cards and hold them face down in one hand, ready to play.

PLAY

FLIP AND SORT TECHNIQUE When sorting, players must hold their unsorted cards face down in one hand, using the other hand to turn cards over one at a time and place them on the correct pile. A player who puts a card on the wrong pile must correct it immediately before turning over the next card. Mistakes found at the end of a round will be penalized.

ROUND ONE → **Sorting by Color**

- 1 The Dealer says Ready, Set, **Color**, and players simultaneously begin flipping and sorting their cards according to color onto their 3 START cards as quickly as possible. When finished, each player should have 3 different colored piles of cards on the table and none in their hands.
- 2 Players' scores in each round are based on the order in which they finish sorting their cards. To keep track of this, each player must say, Done! the moment he or she finishes sorting.
- 3 The Dealer writes down players' scores for round one on a piece of paper (see SCORING).
- 4 Each player leaves their 3 START cards on the table and merges the rest of his/her cards into a single pile in preparation for round two.

ROUND TWO → **Sorting by Number**

The Dealer says Ready, Set, **Number**, and players race to flip and sort their cards according to numeral (1, 2, or 3) onto their 3 START cards. In this round, color doesn't matter. The goal is to finish so that each pile consists only of cards bearing the same number. Mark down players' scores (see SCORING) and proceed to round three.

ROUND THREE → **Sorting by picture**

The Dealer says Ready, Set, **Picture**, and players race to flip and sort their cards according to picture onto their 3 START cards. In this round, color and number don't matter. The goal is to finish so that each pile consists only of cards bearing the same picture. Mark down players' scores and add up their totals for all three rounds to determine the game's winner.

SCORING

In each round, the first player to finish correctly sorting his/her cards earns 10 points; the second player to finish earns 9 points, the third player 8 points, the fourth player 7 points. Any player found to have made a mistake earns 0 points for that round.

WINNING THE GAME

Players' scores for all 3 rounds are totaled. The player with the highest point total is the winner.

NOTES

There is no need to shuffle or deal cards between rounds. Shuffling and dealing occurs only before Round One or in the event of a Tiebreaker Round.

Tiebreaker Round: In the event of a tie at the end of 3 rounds, an additional round of Sort By Number is played to determine the game's winner. The deck must be reassembled, shuffled and dealt only to the tied players.

A modification for younger players can come in handy: The younger child, instead of holding his/her cards face down in one hand, holds them face up. This eliminates the need to turn over each card before sorting it and should allow a younger child to compete against even the swiftest player. The older players must flip and sort their cards in the usual manner.

Solo Play is not only fun, but can also increase your playing speed tremendously. Start each solo session by sorting your cards more slowly than you would normally. Concentrate, instead, on smooth movements as you flip and sort each card onto the proper pile. Focus

continued

NOTES *continued*

on accuracy. Since correcting a mistake is time-consuming, the best practice speed is one that allows you to go through all of your cards without putting a single card on the wrong pile. Time yourself. Gradually increase your speed, keeping the focus on accuracy. Amaze your friends and family the next time you play!

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