

# FourScore – A Str8 Eight Game

For 2 to 6 players

**Object:** Be the player with the fewest cards in their scoring pile.

**Set up:** Remove Pass Cards from deck and place them into the box.

Shuffle remaining deck consisting of number cards and place 4 cards face up, arranged vertically on the table signaling the beginning of 4 rows.

Deal the remaining cards in equal amounts to all players (2-6).

Place box in front of player to the left of the dealer.

**Gameplay:**

Each player chooses a card from their hand and places it face down in front of them.

All players reveal their chosen cards simultaneously.

Starting with the player showing the lowest numbered card, each player adds their card – if possible – to one of the 4 rows on the table. A player must add their card to a row if a legal play exists.

Colored arrows must match with an arrow of the same color on the card at the end of the row.

A card added to a row must also be either larger than the right most card in the row or lower than the left most card in the row. (Larger numbers are placed to the right; lower to the left)

A player may place the same numbered card onto the last card on either side of a row, but not on a card in the middle of a row.

If a row reaches 5 cards in length, the player who added the fifth card collects the remaining cards from the row, placing them in their scoring pile, and leaves the card they played as the beginning of a new row.

If a player cannot make a legal play with their card on their turn, they collect the row with the highest numbered card in it, placing those cards in their scoring pile, and place their revealed card as the beginning of a new row.

If two or more players reveal the same numbered card, the player closest to the box – in clockwise order – plays first and the box is moved to the last player to place a duplicate card.

If a player matches a card to the end of a row or places a card onto a row – whether it is the 5<sup>th</sup> card or not – so that the numbers on the corresponding color arrows on the card played and the card played off in the row point to each other, that player may remove a card from their scoring pile, placing it into the box and out of the game. (ie. 14 placed to the left of a 12, the yellow arrow on the 14 shows a 12 while the yellow arrow on the 12 shows a 14)

Once all players have finished their turn, another round begins.

Play continues until all cards have been played from the dealt hands.

**Scoring:** Once all cards have been played, each player counts the number of cards in their scoring pile. Player with the fewest cards wins.

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