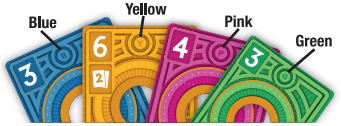
OBJECTIVE

Play your cards over the die with the goal of playing a card that matches the die's rolled number.
Successfully play a match to score a RINGER and win all the cards that have been played in the stack. The player who collects the most cards wins!

SETUP

1. The dealer shuffles the deck and deals 6 cards to each player.
2. Place the remaining cards face down in a draw pile within reach of all players.
3. Roll the die and place it near the draw pile.
4. Flip over the top card of the draw pile and place it over the die (through the hole), forming the Play Stack.
5. The player to the left of the dealer takes the first turn. Players take turns in clockwise order.

Note: There are 5 card suits: Pink, Blue, Green, Yellow and Wild. The cards have been marked with a letter to indicate the color.



GAMEPLAY

On your turn, you may play cards, one at a time, onto the Play Stack. You can play as many cards as you like from your hand so long as they are legal plays (see "Legal Plays"). Play cards with the goal of matching the number on the die to score a Ringer. Your turn then continues until you cannot or do not want to play any more cards.



SCORING A RINGER

If you play a card on top of the Play Stack that matches the rolled number on the die, this is called a Ringer! Take all the cards in the Play Stack and keep them in front of you as points. Then roll the die and draw the top card of the Draw Pile, revealing it and placing it on top of the die, forming the next Play Stack. ***Note:*** If the revealed card matches the die, that does not count as a Ringer.

LEGAL PLAYS

The card you may play depends on the top card on the Play Stack. ***Note:*** You can NEVER play more than one card at the same time. Play cards one by one and carry out Powers one at a time.

Number Cards

If the top card on the Play Stack has a number, you may only play a CONSECUTIVE number of the SAME color (one digit higher or one digit lower than that number) OR a MATCHING number of a DIFFERENT color.

EXAMPLE Cards that can be played (among others)



You can ***NEVER*** play an identical card ***EVEN*** if the powers are different.

EXAMPLE **EXAMPLE**



Wild Cards

Wild cards work slightly differently than the other colors. This means you may play a Wild as a consecutive number on any color OR as a matching number on any color.

EXAMPLE Cards that can be played (among others)



Wilds also work the other way around. This means you can play any consecutive number on a Wild OR any matching number on a Wild.

EXAMPLE Cards that can be played (among others)



You can ***NEVER*** play an identical Wild card.

EXAMPLE



Power Cards

There are Power Cards of every color, including Wild. ***Note:*** When you play a Power Card, you MUST use its power UNLESS it scores a Ringer. (When a Ringer is scored, the stack of cards is immediately considered out of play so the Power Card has no effect.) Turn over these rules to learn about each Power Card.

STREAKS

If you successfully play all the cards in your hand, immediately draw back up to 6 cards and continue your turn.

PASSING YOUR TURN

If you cannot or do not want to play any cards on your turn, you may pass. Instead of playing cards, draw one card from the draw pile and end your turn. ***Note:*** You can never have more than 10 cards in your hand. If you have 10 cards, discard one from your hand to the bottom of the Draw Pile before drawing a new card.

ENDING YOUR TURN

When you cannot or do not want to play any more cards, your turn ends and play passes to the player to your left. Once your turn ends, if you have fewer than 6 cards in your hand, draw back up to a hand total of 6.

POWERS AND USE CASES



ASK: When played, choose a specific player and ask if they have a particular number (1, 2, 3, 4, 5, or 6) OR a particular color (Pink, Blue, Green, Yellow, but NOT Wild). The specified player chooses a card from their hand that matches the number or color you requested. Add the card they give you to your hand and continue your turn as normal.
Note: If they have more than one of the requested card, they choose which card to give you.



DRAW 1: When played, immediately draw 1 card from the Draw Pile and add it to your hand. Your turn then continues as normal.



DRAW 2: When played, immediately draw 2 cards from the Draw Pile and add them to your hand. Your turn then continues as normal.

NOTE: If a draw card puts you over 10 cards, discard to the bottom of the Draw pile until you have only 10 cards.



TAKE OVER: Playing a Take Over card is the only time in the game you can play when it isn't your turn. To play this card, you must make a legal play (see "Legal Plays"). Playing a Take Over card on the Play Stack immediately ends the current player's turn and skips to your turn. You may then take your turn as normal. When your turn ends, the player to your left takes the next turn (as normal). Play a Take Over card quickly, before the current player can continue their turn.
Note:
- If someone steals your turn with a Take Over card, you do NOT draw your hand back up to 6 cards.
- If someone steals your turn with a Take Over card, you can play another Take Over card to steal it back as long as it is a legal play (see "Legal Plays").
- If it is currently your turn, the Take Over power has no effect if you play that card.
- If it is NOT YOUR TURN and you play a Take Over card that matches the die in the Play Stack, you do NOT score the Ringer. You can't steal a Ringer.



REROLL: When played, immediately reroll the die and return it to the hole in the Play Stack. Your turn then continues as normal.
Note: Reroll cards have NO number and can be played on any card of the same color or on a Wild card. Any number of the same color or a Wild card can be played on a Reroll card.



STEAL 1: When played, choose a player and blindly pick a card from their hand to add to your hand. Your turn then continues as normal.
Note: If someone picks a card from your hand, you do NOT draw a new card to replace it until you are done with your own turn and are drawing your hand back up to 6 cards.

When Powers Aren't Used
- If you play a Power Card to score a Ringer, you cannot use its Power (because the stack of Ringer cards is immediately considered out of play).
- If it is currently your turn, playing a "Take Over" card does not use its power.

END OF THE GAME

When the final card from the Draw Pile is picked up, continue playing until everyone can no longer play. Because there are no more cards to draw, if someone gets a Ringer, they still roll the die and play a card of any color or number from their hand to create the start of the Play Stack. If a card played to start the Play Stack matches the die, that does not count as a Ringer.

After everyone has taken their final turn, count up the cards you collected by scoring Ringers. Each card counts as 1 point toward your score. For each card still in your hand, because you weren't able to play it, subtract 1 point from your score. ***The player with the highest score wins!***

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RINGER®

RULES

Ages 8+ | 2-5 Players | 20-30 Minutes

Contents:
105 Cards
1 Die
5 Reference Cards

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