



Learn like craaazy...
without going mad!

Learnatic Card Games – Instructions

N.B. If players are beginners they may refer to the relevant 'Solution Sheet' (included in each Learnatic® deck of cards) until they become more confident.

GAME 4 - Steal the Deal

Great for Beginners but Snooze and You'll Lose

Aim: To have the most sets of cards (Word, Definition and Example = 1 set) at the end of the game

No. of Players: 2 - 6

Cards Used: *Word, Definition and Example cards, 2 Wild cards*

(Players take it in turns to be the dealer)

1. Shuffle all cards thoroughly and place the deck face down in the middle of the table.
2. The first player picks the top card from the deck, reads it aloud and places it in their own collection awaiting a match (a corresponding *Word, Definition or Example* card).
3. Each player continues to do the same in a clockwise direction.
4. When a player picks up a card that matches a card already in their own collection, they must read it aloud and then place the card on top of the matching card in their own collection (leaving the tops of cards visible). When a complete set of 3 cards is achieved, the player turns the cards face down and places them aside for final scoring at the end of the game.
5. Each time a player makes a match, that player has another turn at taking a card from the deck and then play continues in a clockwise direction.
6. When a player picks up a card that matches another player's card, they must read it aloud and if the owner of the matching card declares 'mine' (before the next player has their turn) the player who picked up the card must hand it over. If the owner of a matching card does not declare 'mine', then the player who picked up the card can place it in their own collection awaiting the final matching card.
7. When a player picks up a card that matches one of their own cards as well as the card of another player, he/she is allowed to steal the third card from the other player to make a set but this must be done before the next player has their turn.
8. When a player picks up a card that matches cards held by two other players, the first player to yell 'mine' when the card is read aloud can take the card AND steal the other matching card from the other player in order to complete the set.
9. When all cards from the deck have been turned over, each player adds up the total number of sets they have collected and the winner is the person who has collected the most number of sets. Any unmatched cards at the end of the game are not included in the scoring.

Wild Cards

If a player picks up a *Wild* card, that player is entitled to steal either a single card or a matched pair of cards from any player. If a match is made, that player then takes another card from the deck and play continues. If no match is made, play continues with the next player. *Wild* cards are taken out of the game once they have been used. Each *Wild* card is worth one extra point when scoring.