

# how to play "RIPPLE"

[www.thirtyhandmadedays.com](http://www.thirtyhandmadedays.com)

2-6 players

(2) decks of playing cards

If you have more than 4 players, add an additional deck of cards

## OBJECT OF THE GAME

The object of the game is to have the lowest score at the end.

## SETTING UP RIPPLE

Decide what you'd like to play to. We've often played to 100 points or -100 points, whichever comes first.

Place 2 decks in the middle of the table, face down, and move them around, face down to shuffle. This is the community draw pile.

Without looking at the cards, the players put their cards face down in front of them in 2 rows with 5 cards in each row (10 cards total).

Players turn over any 3 cards they want to be face up.

## HOW TO PLAY

The first player takes a card from the community draw pile. The player can exchange it with one of the 10 cards by flipping one card up in exchange. The one that was exchanged is placed above the rows of the cards. This is a personal discard pile.

If the player doesn't want the card that he/she drew from the community pile, he/she places it in their discard pile.

The player to the left goes next. This player can take a card from the community draw pile or from any of the players' discard piles. If he/she draws a card and doesn't want to use it, she places it in her personal discard pile.

Play continues until one player has all of her cards turned over. This ends the round but the remaining players get one more turn before adding up their points.

## ADDITIONAL PLAY TO THE GAME

### MATCHING CARDS:

If you draw a card that has the same value of a card that is face up in your use it to replace the card that is either above or below the card with the matching value.

The score of the two matching cards cancels out and becomes zero.

### “BLOCK PARTY:”

If you have two sets of matching cards that are side by side, you subtract 20 from the score for that round. This is called a “Block Party.”

### ADDITIONAL BLOCK PARTIES:

If you have three sets of matching cards that are side by side, subtract 40 points from your score for that round.

If you have four sets of matching cards that are side by side, subtract 60 points from your score that round.

### HOW TO “RIPPLE:”

If you draw a card that matches one of your cards that is face up and the card either above or below it is still face down, exchange the card that you drew with the face down card.

If the face down card matches a card that is face up, exchange that card with the card either above or below it that is face down. You can continue to ‘ripple’ as long as the card that you turned face up can be exchanged for one that is face down. (You cannot exchange a card that was turned face up with a card that is already face up.)

## HOW TO SCORE

Ace= 1pt	Six= 6pts	Jack= 0pts
Two= 2pts	Seven= 0 pts	Queen= 10 pts
Three= 3pts	Eight= 8pts	King= 10 pts
Four= 4pts	Nine= 9pts	Joker= 0 pts
Five= 5pts	Ten = 10pts	

The scores are accumulated from round to round.

The game is over when someone reaches either 100 points or -100 points.

# RIPPLE

## score sheet

	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5	PLAYER 6
TOTAL						