**How to play BURN –** 2/3 or morePlayers (add a deck of cards for each +3 players)

1 Deck of playing cards including jokers

List of special Cards to play below

**Directions:**

1.Shuffle cards.

2.Deal each player 4 cards to be placed face down in front of them.

3.Deal each player 4 more cards, this time to be placed face up on top of the first 4 cards.

4. Now, deal each player 4 cards they will keep in their hand and place the rest of the cards in the center of table.

5. At this time-Each player has the opportunity to exchange any of the cards in their hand with the ones face up in front of them. Goal is to have as many high or special cards on table face up.

Rules of play:

-**Dealer turns over the first card** in center deck onto a discard pile.

-**Players in clockwise order each play a card HIGHER than the previous discarded** card. So if there is a 4 of diamonds on discard pile you may lay any number card, any suit on top of that so long as it is the same number or higher.

-**Exception**-**when the NUMBER 7 card is played you must lay a card the same or LOWER than 7.**

- **When player lays card on discard pile, they must pick up a card from center deck.** Goal is to always have 4 cards in your hand. If you lay two cards (say you have laid 2 -5’s) you then pick up 2 cards from center deck to replace your discards.

-**Next players goes** and so on, until all center deck cards are gone.

-**If you cannot play** a higher or lower card accordingly, player must pick up discard pile and it becomes your playing hand.

-**Once all the center deck cards are gone,** THEN you can play from the 4 face up cards in front of you.

-**Once your face up cards are gone individually**, then you play a card from your facedown cards. Looking first to see if they can play in turn. If not, you must pick up the complete discard pile, just as before. Goal is to empty your face down cards before anyone else.

**List of special Cards TO PLAY-**

**#2card** - can be played at anytime to “start over” no matter the card already played.

**#3 card** -is invisible to card below which means the next player must play off that previous discard. If the card

**#10 card** –Burns the discard pile so it is removed from center and no one has to pick up.

**Joker Card** is wild- can be a 10 to burn OR you can make it any other number.

**TRIPLE play**- When 3 of the same cards have been played, the discard pile is automatically BURNED. (This can be 3 cards played at once from the one player or from 3 consecutive players in a row.) If there is a #3card in between any of those it also counts because 3 is “invisible. “