

Name: **DANG IT!**TM

Players: 2 - 6

Age: 6+

Skills:

Planning, Strategy, Decision Making,
Probability, Predicting,

Components: 54 Cards, 1 Rule Sheet, 4 Game Pieces, 1 Game Mat

Description: The "CALL-IT to WIN-IT" Card Game!

Yes, the game uses **SETS** and **RUNS but...NOT** in the usual way! Let's say you have two **5's**. Before you draw, call out: **FIVE!** Then draw and if it **IS** a **5**...you get to clear **ALL** of them away! That means **POINTS** to you.

Now let's say you have a **2**, a **3**, two **4's** and a **5**. What are you going to call? Yeah, a **4** would take two **4's** away but...re-arrange the cards so that your collection is a **RUN!** (Leave out that extra **4**.) Now, you are going to call: **RUN!** If you get a **1** or a **6**, yep, clear them all!

Have the **MOST** cards in your win pile and you don't have to move one bit. Well....maybe. The board play has some twists and turns, too!

A GREAT NEW GAME FOR GAME NIGHT!



A LITTLE thinking...a LOT of fun![®]