

# Kids' Quest COUNTDOWN

## SETUP

Every player starts with seven cards, dealt face down. The rest of the cards are placed in the Draw Pile, face down. Next to the Draw Pile is the Discard Pile. To begin the game, the top card is placed in the Discard Pile, face up.

## GAME PLAY

The youngest player goes first and gameplay follows a clockwise direction. Every player views his/her cards and tries to match the cards in the Discard Pile. You have to match either by the number or color in the circle in the top left corner of the card. For instance, if the Discard Pile has a card with a green 5, you have to place either a green card or a card with a 5 on it.

If the player has no matches or they choose not to play any of their cards even though they might have a match, they must draw a card from the Draw Pile. If that card can be played, play it. Otherwise, the game moves on to the next person in turn.

## WILD CARDS

This card represents all 4 colors, and can be placed on any card. The player has to state which color it will represent for the next player.

## NOTE

At any time, if the Draw Pile becomes depleted and no one has yet won the round, take the Discard Pile, shuffle it, and turn it over to regenerate a new Draw Pile.

## WINNING

The game continues until a player has one card left. The moment a player has just one card they must yell "5-2-1-0!" If they are caught not saying "5-2-1-0!" by another player before any card has been played by other players, the player must draw two new cards. Once a player has no cards remaining, the game round is over, and that player wins!



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