

# Keep Dealing and Nobody Explodes

## Game Rules

### Initialization

- **Game Material:**
  - **54 Playing Cards (52 + 2 Joker)**
  - **4 detonation cards per player**
    - **3 blank cards**
    - **1 explosion**
- **Number of Players: 3 - 4**
- **Shuffle the cards and deal out 7 cards to each player**
- **The remaining cards (**community deck**) are placed in the center of the players**
- **Give every player 4 detonation cards: 3 blank cards, 1 explosion card. Each player places their**

detonation cards facedown and shuffles them. Once the cards are well shuffled, the player must lay them face down in front of themselves. **Do not look at these cards!**

## Objective

- Stay in the game for as long as possible. Once a player turns over their explosion card, they are out of the game.

## Gameplay

- Game begins by the first player drawing a playing card from the community deck and placing it on the table (the start of the discard pile).
- Each turn, players must place a **card with a matching suit/tile (Not the same COLOR!) or number** with the most recently placed card, and draw a new card from the community deck. Players should **always maintain 7 cards** in their hand until the end of the game.
- If a player cannot put down a card, the player must take the entire discard pile, (Players do not

add the discard pile to their hand. Instead, they set it off to the side next to them). Draw a card from the community deck and place in the center, and end their turn.

- When the player takes the discard pile, depending on the number of bombs in the discard pile, the player has to flip their detonation card in front of them. (Ex. If there are 2 bomb cards in the discard pile, you have to flip 2 detonation cards)
  - If the flipped detonation card is a **blank card**, the game continues as normal. Draw a card from the community deck and place in the center, and end their turn.
  - If the flipped detonation card is an **explosion card**, the player is **ELIMINATED** from the game. Eliminated players must return their playing cards to the community deck so they can be reused (place them underneath the community deck)

## **Bomb Cards**

- **Queen, King, Ace** are “**bomb**” cards. When a bomb card is played, it becomes “active”. This means it will go off in a certain number of turns depending on what card it is.
  - **Queen** - 2 turns
  - **King** - 3 turns
  - **Ace** - 4 turns
- While the bomb card is active, the player can place another bomb card (bomb has to be either same suit or number) to **RESET (NOT DELAY)** the turn it takes to explode (ex. While an Ace bomb is active, a player can place a Queen bomb to make it explode in 2 turns instead).
- When a bomb explodes, the player whose turn it is takes the discard pile **WITHOUT** placing a card from their hand.
  - For every bomb card in the discard pile, that player must flip over 1 detonation card.

## Other Card Uses

- **Jack** can be placed anytime. If a player places a Jack, the player can choose a specific suit of the card that needs to be placed next.
- **Joker** is a special card that **destroys** the current discard pile. When a Joker is played, no one takes the current discard piles. Instead, the entire discard pile is set off to the side and a new discard pile is started. A Joker can be played any time regardless of the suit/number.
- A **pair** (two cards with the same number) can be used as a special ability. Depending on the number of pairs, the abilities differ. The same suit/number rule still applies (one of the card has to match the pile's suit/number):
  - **Pair of 2-4:** DELAY the bomb detonation by 1 turn
  - **Pair of 5-7:** ACCELERATE the bomb detonation by 1 turn
  - **Pair of 8-10:** REVERSE the turn flow

- **Bombs CANNOT** be placed as a pair.
- If the players run out of community cards, gather all the discard piles. Shuffle them well and reused it as a community deck.

### **End of Game**

- The game is played until only 1 player remains. That player will be the winner of the game.