

FREE-O CARD GAME



CONTENTS:

90 cards including:

- 66 Seek and Match cards
- 6 You Are Captured cards
- 6 Draw A Card cards, and
- 12 FREE-O Wild cards

OVERVIEW:

Based on an old-fashioned game called “Free the Box”, play a fun filled table-top version of Hide and Seek with a twist, by playing cards from your hand to try and capture your opponents.

OBJECT:

To be the first player to rid your hand of all cards. Each hand is one round and each game consists of several rounds. The game is over when one player reaches 60 points, but the player with the lowest score wins!

STARTING THE GAME:

Shuffle the cards, choose a dealer and deal 6 cards to each player. The remainder of the deck is placed face down to form a draw pile. The top card of the draw pile is turned over to begin a discard pile. If a “FREE-O Wild” or “Draw A Card” card is revealed, turn over another card. Otherwise, the player to the left of the dealer then plays first, reacting to the card just revealed. If necessary, throughout the game, shuffle the discard pile (retaining the top card) to form a new draw pile.

PLAYING THE GAME:

During your turn choose a card from your hand and play it on the discard pile according to the rules below. If you do not have a playable card in your hand then you must draw 1 card and end your turn. There are 4 different cards that can be played:



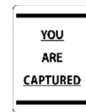
Seek and Match: These are the color-coded cards that reveal a place where your opponent may be hiding (near a house, behind a car, etc.) By playing one of these cards, you are “seeking” your opponent in that place and if they match your card then he was not hiding there. These cards must be matched once unless cancelled by either a “FREE-O

Wild” or a “You Are Captured” card (see below). If these cards are matched the next player can play any card they wish.



FREE-O Wild: You can play a wild card on top of any “Seek and Match” card thereby matching it. When you play a wild card, you automatically get another turn which you must use even if you have to draw. Remember these rules when playing a wild card:

- The same player cannot play 2 wild cards on the same turn.
- You cannot use a wild card as the last card in your hand (even if trying to cancel a ‘You Are Captured’ card).
- If you play a wild card to cancel a “You Are Captured” card you DO NOT get another turn.



You Are Captured: You may play this card to try to capture the next player. You can play this card on top of any other card including a “Seek and Match” card played by the previous player, thereby voiding it (or cancelling it). The next player can ONLY play a wild card if they have one; if not she must draw 2 cards as a penalty and play passes to the next player who can then play any card including another “You Are Captured” card.



Draw A Card: This is a special card designed to pay back any player you wish. You can only play this card to start a new matching set for example, when you aren’t required to match a card on the discard pile. When you play this card the player you call out must draw 1 card and there’s nothing they can do about it! Play then passes to the next player after the one who played the card.

GAME PLAY EXAMPLE

Let’s say you’re playing with 4 players. The first card (turned over from the draw pile) is a “house” card which starts the first matching set. Now the first player (to the left of the dealer) must try to match it. Let’s say he plays a wild card on top of the “house” card and then plays a “fence” card because they get another turn. The second player then plays

a “You Are Captured” card (cancelling the “fence” card) and the third player draws 2 cards as a penalty because they do not have a wild card. Now player four can play any card they want so they play a “Draw A Card” card and call out player two who draws 1 card. Play then passes back to player one who can play any card they wish.

MAKING IT SIMPLE:

To make the above example clearer, below is the order of cards played by each player.

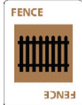
Discard pile shows:



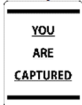
Player 1 plays a:



and gets another turn so then plays:



Player 2 plays a:



Player 3 doesn't have a FREE-O Wild card so must draw 2 cards.

Player 4 then plays a:



and calls out player 2 who must draw one card.

Now player 1 can play any card they wish and so on, and so on.

ENDING THE HAND/GAME:

The player who plays all of their cards wins that round, and everyone else scores points for the cards left in their hand according to the table below. If the last player plays a “You Are Captured” card as their last card then the very next player can only play a wild card if they have one, otherwise they must draw 2 cards before scoring their hand.

SCORING:

Each “You are Captured” card	+ 5 points
Each “Seek and Match” card	+ 2 points
Each “Draw A Card” card	+ 1 point
Each “FREE-O Wild” card	- 1 point
(It's a bonus card)	

When one player reaches 60 points the game ends, but the player with the lowest score WINS!!!

SUGGESTIONS: To add a little kick to your game, when a player plays a “You Are Captured” card EVERY player in turn has to draw the 2-card penalty unless they have a wild card to cancel it. Once a wild card is played the next player can then play any card they wish!

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Hebrews 11:1,6

