



The rules

Choose a player to shuffle and deal the cards. Start by dealing 11 cards to each player, finishing with one card turned up beside the deck. This will be the discard pile. The person immediately to their left goes first and will be the scorekeeper. Each player takes turns dealing in clockwise order. The first player to reach a cumulative score of 1000 wins. If multiple players cross 1000 on the same turn, the person with the highest score wins. Keep track of scores on the provided pad of paper.

On each player's turn, the player starts their turn by picking up a card and end the turn with a discard to the face-up pile. Players can choose whether to place down sets of cards, add cards to current sets, or hang on to cards. A player's strategy will drive their decisions. When placing a set down, it goes on the player's side of the table only.

When picking up a card, players may pick up a card from the top of the face-down deck or pick up the entire face-up pile based on the most recent discarded card. To do this, the player must have at least 2 cards in their hand that match the face-up card on top of the discard pile. At least 2 of these cards, along with the top discard, must be immediately placed down in front of the player as a set. The remainder of the cards from the face-up pile go into the player's hand unless they can place any of them down, either by making a new set or adding to existing sets with matching cards. Players can only pick up the discard pile by matching to cards in their hand, not those already on the table.

Players can make a set of matching cards if they have 3 or more of the same card. They cannot mix and match cards unless they are deer (see below). Players can place as many wild cards (Rack Up Hunting Tag Cards) that they wish with a set, but the initial set **MUST CONTAIN** at least two matching cards or 2 deer cards. Players can add matching cards or wild cards to any set on the table in front of them during their turn.

A round ends when a player can completely empty their hand by placing their last card with one of their sets or the discard pile.

Each player calculates their score by adding any cards that have been placed down in front of them and subtracting the value of the cards still in their hand. Card point values are indicated in the bottom corner of each card. It is possible to have a negative score. Add each player's score to their running total.

Deer Cards:



Any deer cards can be paired with each other. If placed down as an initial set, they can be matched with a wild card as long as at least 2 deer are placed down with the wild card.



The Hunt-Tag card is wild. This card can be placed with any two matching cards to form a set. It can also be added to any set that is already on the table. If this card is face-up on the discard pile, it may be picked up if the player has 2 Hunt-tags in their hand. They must show the other players that they have two Hunt Tags in their hand to qualify but are only required to immediately play the wild card that was picked up. Wild cards cannot be picked up if they cannot immediately be played.

Special considerations:

Cards on the table are considered locked and cannot be moved. Changes cannot be made to card combinations that have already been played. Once a player discards, their turn is over. Players may add to any sets they have on the table during their turn.

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