

RULES

9+

2-6

20
min



CACTUS GAME™



Ryan Wallace



COMPONENTS

- 90 cards (white background), in the following quantities:
 - 36 Character cards:
 - 16 x Charlie cards
 - 12 x Spike cards
 - 5 x Walter cards
 - 3 x Wild cards
 - 54 Action cards:
 - 3 x Free Point cards
 - 3 x Swap Hands cards
 - 6 x See and Steal cards
 - 6 x Draw 3 cards
 - 6 x Steal a Point cards
 - 10 x Request a Card cards
 - 10 x Steal a Card cards
 - 10 x Stop cards
- 30 Point cards (black background)

GOAL OF THE GAME

The winner is the player with the most Point cards!

SETUP

1. Shuffle the Action cards and Character cards together and deal 5 cards to each player, face down. The remaining cards form the deck. Allow some space next to the deck for a discard pile.
2. Place the 30 Point cards near the deck.
3. The player with the most green items on them is the first player.



Time to start playing!

HOW TO PLAY

The game is played over a series of rounds. Take turns in clockwise order.

On your turn, play cards from your hand until one of these 2 situations arises:

- you gain at least 1 Point card

or,

- you draw at least 1 card.

As soon as one of these things happens, your turn ends immediately.

ACTION CARDS

If you play an Action card, place it face up on the discard pile and follow the instructions at the bottom of the card.

The icon in the top left of the card shows you which type of action it is.

The card effect is explained in the box at the bottom of the card.



Certain Action cards make you draw cards or gain a Point card (e.g. cards that say *Draw 3*, or *Steal a Point*). Your turn therefore ends as soon as you have played these cards. See: **EXPLANATION OF ACTION CARDS**.

CHARACTER CARDS

Playing Character cards gives you Point cards. You can only play Character cards as a set of 3 identical cards. On your turn, play them by placing the 3 cards face up on the discard pile.

- 3 **Charlie** cards gives you 1 Point card.
- 3 **Spike** cards gives you 2 Point cards.
- 3 **Walter** cards gives you 3 Point cards.

Place your Point cards in front of you so that they remain visible to all players.



Wild cards can replace any Character card to make a set of 3. You can play more than one Wild card in a set.



= 2 Point cards

If you play 3 Wild cards, you gain 3 Point cards.

Reminder : gaining 1 or more Point cards immediately ends your turn.

DRAW 1 CARD

On your turn, you may draw 1 card. This immediately ends your turn.

If you started your turn with 0 cards in your hand, you may draw 3 cards instead. This immediately ends your turn.

When the deck of white cards is empty, shuffle the discard pile to form a new deck.

END OF THE GAME

The first player to reach the right number of points wins the game!

Number of players	Number of Point cards needed to win
2 - 3	7
4 - 5	5
6	4

EXPLANATION OF ACTION CARDS



STOP

The Stop cards are the only cards you can play when it's not your turn. Playing a Stop card cancels the effect of another Action card. Both the Stop card and the cards being stopped are discarded.

You **cannot stop** someone from playing a set of Character cards.

You must play a Stop card onto an Action card before that card's effect has taken place.

Example: To prevent a Swap Hands card action, you must play your Stop card before the players swap their hands.

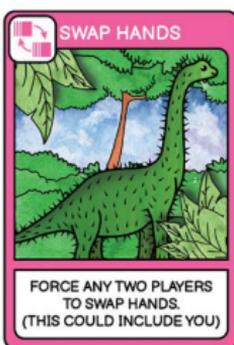
A Stop card may be used to block another Stop card.



FREE POINT

Playing a Free Point card gives you 1 Point card. This immediately ends your turn.

If this card is stopped, you do not gain a Point card and your turn continues.



SWAP HANDS

Pick 2 players to swap their hands. You can choose yourself as one of those players.

If one of the 2 players you chose has 0 cards in their hand, that player gets their opponent's hand but the opponent receives nothing in return.

Playing this card does not end your turn.

This card can no longer be stopped once one of the players has taken the other player's hand.



SEE AND STEAL

You can look at another player's hand and steal 1 card of your choice. Playing this card does not end your turn.

Once you have seen your opponent's hand, this card can no longer be stopped.



DRAW 3

Playing this card allows you to immediately draw 3 cards. Your turn ends as soon as you draw your 3rd card.

This card can no longer be stopped once you have drawn your 1st card.

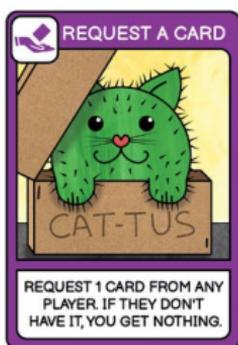
If this card is stopped, your turn continues.



STEAL A POINT

Playing this card allows you to take a Point card from another player. This immediately ends your turn.

If this card is stopped, your turn continues.



REQUEST A CARD

Choose another player and name an Action or Character card.

- If the player you chose has that card in their hand, they must give it to you.
- If the player you chose does not have the card you requested, nothing happens.

Playing this card does not end your turn.



STEAL A CARD

Choose another player, then steal 1 card at random from their hand, without discussing it with them.

If they wish, the player you chose may shuffle their hand before you steal their card.

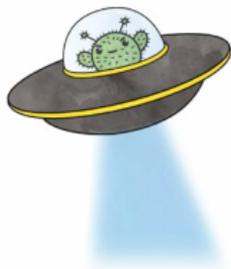
Playing this card does not end your turn.



My Name is Ryan Wallace, and I created
"Cactus Game"

I spent three years creating the game while attending college, including the original artwork and game design. I wanted to create an easy to learn game that was fun to play with both my younger cousins and grandparents, a game that brings families together.

Thank you so much for buying my game and adding it to your collection. I hope you enjoy the game as much as I enjoyed making it! Cheers!



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