

Summer™

The card game for every season.



Ages 10+ 4 players 30 mins 52 cards

Instructions – Version 1.0

Watch How to Play



Hate reading instructions? [Scan the QR code](#) to watch our video on how to play!

Game Contents (52 cards)

Cards are divided into four seasonal suits, each marked with a temperature that's typical for that season.

Winter Cards 13 cards
Spring Cards 13 cards
Fall Cards 13 cards

Summer Cards 13 cards
Players can refer to the [Temperature Cheat Sheet](#) to see all the card values.

Game Setup

Follow these steps to set up a new game:

1 Split into two teams.
This four-player card game is played in a 2-on-2 format, with teammates sitting across from each other at the table.

2 Deal all the cards.
The dealer shuffles the deck and deals all 52 cards. Each player picks up their 13 cards and sorts them by season.

3 Deliver your “forecasts.”
Forecasts give your teammate clues about whether you hold higher or lower temperature cards for a season, helping them decide whether to aim for the lowest or highest card.
The dealer speaks first, followed by the opponent to their left. Forecasts must sound like typical casual weather small talk, and you can only mention one season and no numbers.

Players don't have to deliver a forecast, and teammates can create coded weather phrases to keep their forecast hidden.

Once a round begins, players may no longer forecast their hand or say anything that hints at the strength of their cards.



This player is hinting that they're holding very few Spring cards, but with high temperatures.

Object of the Game

Teams compete across multiple rounds, earning points by winning books. The first team to reach 100 points wins!

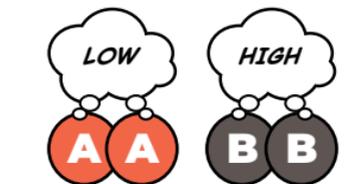
A team wins a book when one of its players plays the card with the highest (or lowest) temperature for the lead card's season.



Summer cards trump all seasons and can be played strategically to steal books from the opposing team!



To win, teammates must read each other's play and choose to go “Low” or “High” when the time is right!



Temperature Cheat Sheet

Continued on the other side...

Each season includes 11 typical temperatures and 2 “extreme” ones on either end. Keep track of which temperatures have been played during a round to gain an edge. This cheat sheet should only be used by players who are still learning the game!

60°	70°	72°	74°	76°	78°	80°	82°	84°	86°	88°	90°	100°
40°	50°	52°	54°	56°	58°	60°	62°	64°	66°	68°	70°	80°
30°	40°	42°	44°	46°	48°	50°	52°	54°	56°	58°	60°	70°
0°	10°	12°	14°	16°	18°	20°	22°	24°	26°	28°	30°	40°

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How to Play

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Playing a Round

Each round, the teams battle to win 13 books—one for each card in hand.

The player to the dealer's left always begins a round, making them the first **Lead Player**. The Lead Player holds a powerful position—they decide whether the highest or lowest temperature wins each turn!

How Rounds Work

1. The Lead Player tosses one card on the table and calls out whether the **highest or lowest card** played for the chosen season will win.
2. Turns continue clockwise, and each player **must** follow with a card of the **same season** if they have one in their hand. **Do not cheat!**
3. When a player does not have a card from the lead season ("void"), they may **play a Summer card** (See *Playing Summer Cards*).
4. If a player is void of the lead season and has no Summer cards, they must play any card in their hand. **This card cannot win.**
5. After all players have played a card, the team with the highest or lowest temperature—**based on the Lead Player's call**—wins the turn.
6. The player who won collects all four cards (the "book"), places them face down to the side, and is now **the Lead Player** for the next turn.
7. After all players have played their 13 cards, the round ends and team scores are updated (See *Keeping Score*).



Playing Summer Cards

The **Summer** season is a special season, and playing **Summer cards** strategically can help your team win more books.

Summer cards are the "trump" season in the game. This means that any time they are played, the highest or lowest Summer card (based on the Lead Player's call) **automatically wins the book**.

Summer Card Rules



LEADING

The Lead Player **cannot** lead with a Summer card until at least one player has **followed** with a Summer card during the round.



FOLLOWING

You may follow with a Summer card **only when void of the lead season**. The Lead Player's call still determines if the high or low Summer card wins.

Example of Summer Cards In Action

1. The Lead Player from Team B plays a **Spring** card and declares that the lowest temperature will win the book.
2. The first player from Team A plays a lower Spring card, making Team A the current winner of the book.
3. The second player from Team B has no Spring cards, so they play a **Summer** card to steal the book!
4. The second player from Team A also has no Spring cards, so they play a **lower** Summer card to win the book!

Keeping Score

At the end of each round, both teams **tally the points from the books won and add them to their total score.**

Keep track of each book your team wins by stacking them face down, like this:



The team with more books scores **10 points** plus the total number of books won.



The team with fewer books scores **9 points** plus the total number of books won.



Each team adds the new points to their total score. **If neither team has scored 100 points, the player to the dealer's left deals the next round.**

5. Winning the Game

The first team to reach 100 points at the end of any round wins the game! Follow these strategies to claim victory:



Go void early to set up Summer steals. If you or your teammate have only a few cards in a season, play them early. This lets you steal books later by using Summer cards every time that season is led.



Pay attention to your teammate. If your teammate steals a book with a Summer card after going void in a season, lead with that same season when you're the Lead Player so they can steal even more.



Use the Lead position to dominate. As cards from each season are played, the balance between "High" and "Low" shifts. Use the Lead Player position to set the direction most likely to help your team win books.