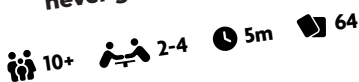


# Wild Guess!

The card battle where you'll never guess who wins!



## WATCH & LEARN



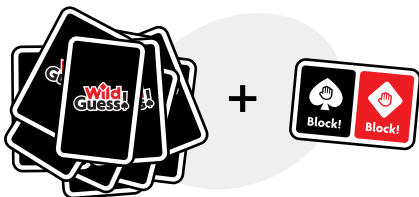
Hate reading instructions? [Scan the QR code](#) to watch our video on how to play!

## OBJECT OF THE GAME

Be the first player to **pass or discard** all your cards to win the game!

## GAME SETUP

1. Deal **15 GUESS cards** and **1 BLOCK card** to each player. Remove any extra cards.



2. Players arrange their GUESS cards into a face-down **GUESS pile** on the table, just behind their BLOCK card, which never moves during the game.

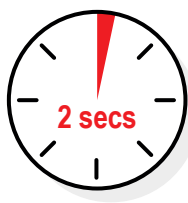


3. Each player peeks and memorizes the **bottom card** in their GUESS pile. You only need to remember **the card's suit**.

4. In two player games, the **non-dealer** guesses first. Otherwise, the player to **the dealer's left** guesses first, and turns continue clockwise until someone wins!

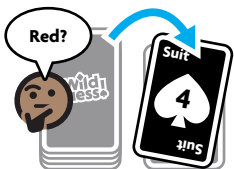
## BEFORE YOU BEGIN

Remember, this game is **extremely fast-paced**. To keep the game fast and fun, each player gets only **two seconds** to guess a card—or they lose their turn. Be sure to enforce this rule!



# HOW TO PLAY

**1. On your turn, guess the Suit or Color of the top card in your **GUESS** pile, then flip it face-up onto your **PASS** pile.**



- If your PASS pile is empty, you must guess the card's *Color* (Red or Black).
- If your PASS pile is not empty, the label on the top card determines if you guess your next card's *Color* or *Suit* (Diamonds, Hearts, Clubs, Spades).

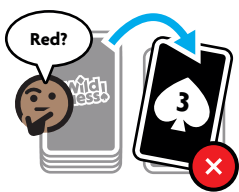
If your GUESS pile runs out of cards, flip your PASS pile to recreate it. Do not shuffle or rearrange your cards — just quickly flip them.

Since your cards remain in the same order each time you flip your PASS pile, memorizing suit and color patterns can give you an edge over relying on just wild guesses. But at the very least, always memorize your last card.



**2. If your guess is **INCORRECT**, your turn ends.**

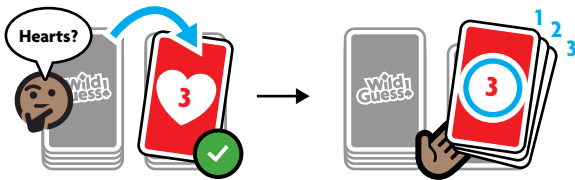
Guessing a *Color* when you're supposed to guess the card's *Suit* (or vice versa) is also incorrect.



If you accidentally reveal your card before guessing, or make a guess when it's not your turn, you lose a turn. Never return revealed cards to your GUESS pile — leave them face-up on your PASS pile.

**3. When your guess is **CORRECT**, you can pass cards from your PASS pile to the next player's PASS pile.**

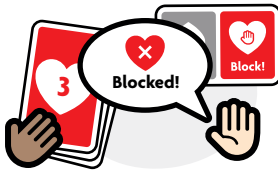
The number on your correctly guessed card shows how many cards to pick up from your PASS pile (in order). If there are fewer cards in your PASS pile than the number on your card, just pick up the entire pile.



Place the cards face up on top of the next player's PASS pile, unless that player successfully blocks the cards (see below). Your turn then ends.

**4. If you're the unlucky player being passed the cards, pay attention — your **BLOCK** card could be protecting you!**

If a suit on your BLOCK card matches the suit of the opponent's correctly guessed card, shout "Blocked!" immediately. They must now discard their cards face down in the middle of the table — instead of passing them to you!



Players will always try to pass you cards even when they know you can block them. Remember to shout "Blocked!" *before* an opponent places the cards on your PASS pile, or you'll be stuck with them!

Players can't just shout "Blocked!" every turn. If you can't actually block the incoming cards, you must accept them *and lose your turn*.

**5. But if a **Wild** card was guessed correctly, the cards are unblockable and can be passed to **ANY** player!**



If you guess a WILD card correctly, no player can block your cards, and you're not limited to passing them to the next player. You should target opponents who are nearly out of cards — or those who deserve payback for passing cards to you!

**6. If you run out of cards first, you win!**

Congratulations! Now change the dealer, reverse the direction of play, and start a new game! Visit [WildGuess.com](http://WildGuess.com) for game-winning tips!