

INSTRUCTIONS

DOUBLE DOWN™ CARD GAME



AGES
8+



30
MINUTES



2-7
PLAYERS

If you'd prefer to learn to play by watching a short video,
please visit www.amigo.games/game/doubledown.

OBJECT OF THE GAME

To hold onto your chips for as long as possible; players lose chips every time they play a card that adds up to a “double” (11, 22, 33, etc.) or pushes the total of all cards played to 99 or more.

Although this game is designed for ages 8 and up, the components listed in red are a choking hazard. Please take special care to keep these components away from young children.

CONTENTS

55 Cards



24 Chips



Instructions

SET UP

1. Shuffle the cards and deal five cards, face-down, to each player.
2. Place the remaining cards in the center of the table, face-down, to form a Draw Pile. Leave space next to it to form a Discard Pile.
3. Give three chips to each player.
4. The player closest in age to a double (12, 22, 33, etc.) goes first.

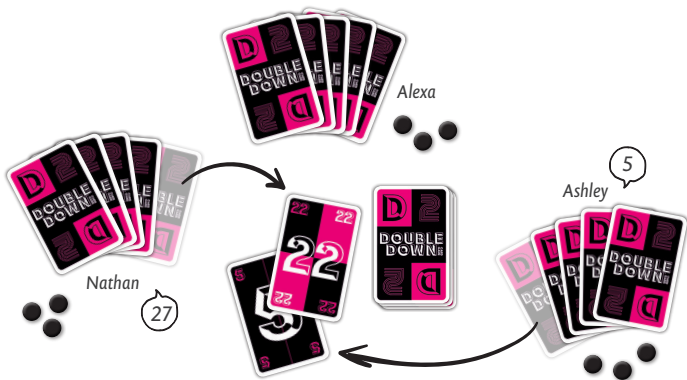
PLAYING THE GAME

1. On your turn, you must do these three actions, in order:
 - a. **PLAY:** Pick a card from your hand and place it, face-up, on the Discard Pile.
 - b. **ADD:** Add the value of the card you played to the current total and call out the new total for everyone to hear. If you're playing the first card of a round, your card will start the Discard Pile and the value of the card you played is the new total.

- c. DRAW: Pick a card from the draw pile. If you forget to draw on your turn, you must play the rest of the current round with one less card for each time you forget.

2. The player on your left goes next (by following the steps in #1: play, add, draw).

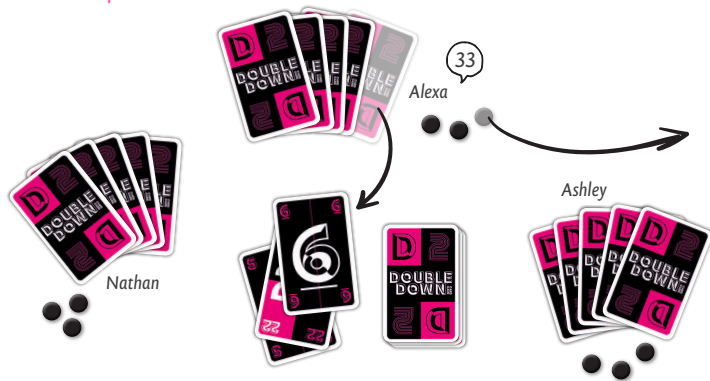
For example:



Ashley goes first, by playing the “5” to start the Discard Pile and calling out “5.” Nathan is on Ashley’s left, so he goes next. He plays a “22” and announces “27” as the new total.

- Whenever a player announces a new total that is a “double” (11, 22, 33, ... 99) or that is “99” or higher, that player immediately loses a chip.

For example:



After Nathan called out “27” as the new total, Alexa plays a “6” and announces “33.” Since this is a double, Alexa has to give up one of her chips.

- If you lose your last remaining chip, you are not out of the game. You get one “free ride.” If you are on a free ride and you lose another chip, then you are out of the game. The other players keep playing.
- If there are no cards left in the Draw Pile, shuffle all of the cards in the Discard Pile except for the top card. Place them face down to form a new Draw Pile. Play continues.

SPECIAL CARDS



When you play a “-10,” subtract 10 points from the current total rather than adding to it. This may bring the total to less than 0.

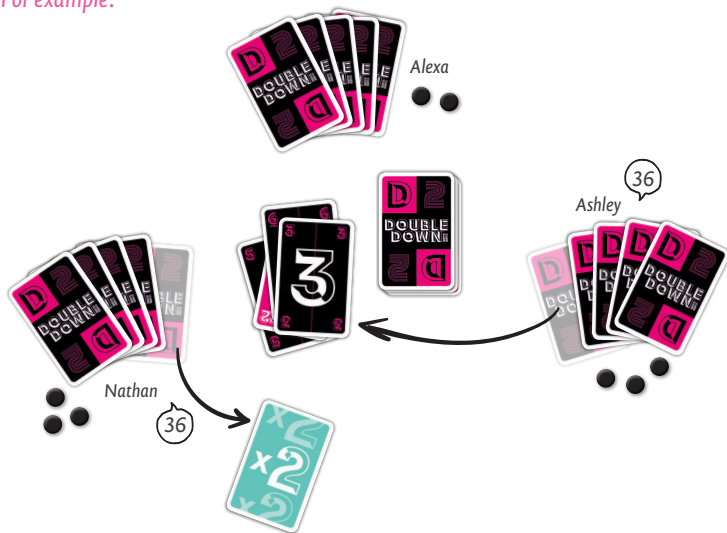


When you play an “x2” the current total stays the same and the next player must play two cards instead of one. The next player must announce two new totals and draw two cards at the end of his/her turn (players must play two cards before drawing replacement cards from the Draw Pile). If the player before you played this card, you must play a card before playing another “x2” card.

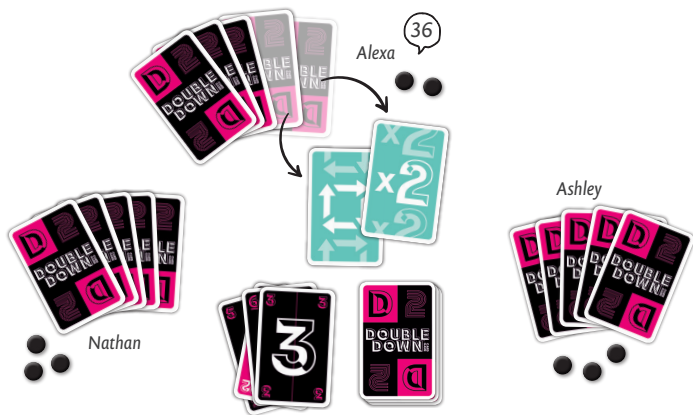


When you play this card, the current total stays the same and play changes direction. For example, if play has been passing to the left, play now passes to the right.

For example:



Alexa called out “33” as the new total. Ashley plays a “3” and announces “36.” Nathan then plays an “x2” card and repeats Ashley’s total of “36.” Alexa must now play two cards.



Alexa plays a “Change Direction” card, calling out “36” again as the total. Alexa then plays an “x2” as her second card and announces “36” again. Because of the change of direction, it’s now Nathan’s turn – he must play two cards.

ENDING A ROUND

As soon as a player calls out a total of 99 or more, the round ends. Collect all of the cards, shuffle them, and deal 5 cards face down to all players who are not out of the game. For each new round, the player to the left of the player who started the previous round goes first. Players do not get more chips after the first round.

WINNING THE GAME

The game ends when the next-to-last player loses a chip while on a free ride and is out of the game. The remaining player wins.

If you have questions on these rules or on any of our products, please call us at

844-962-6446
M-F 9:00 – 6:00
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