



by



Origin: Steal the Pile™ was originally created by Michelle and Mindy Karcsak at the ages of 8 and 7 years old. They created the game and played against each other. The 3 or more player versions were created years later. TwinBlade Games is happy to provide the rules to this fun family card game.

Age: 4+ (only need to know how to match numbers)

Time: 10-15 minutes to play

Number of Players: 2-12 players

Description: Steal the Pile™ is an easy to play matching game. Play cards and steal open or other player's piles. Be careful what order you play your cards, or you might get your pile stolen. This game is easy for all ages to play with some fun twists and strategy to keep things interesting.

To Play: You will need a standard poker deck of 52 playing cards and 2 or more interested players. An additional deck of cards is required for 7 or more players.

Object: The player with the most cards at the end of the game wins. The game ends after all cards in the deck have been dealt and played.

Setup: For the standard 2-4 player game 4 cards are dealt to each player and 4 are placed face up in the center of the table. The center table cards are the open piles (yes, we are calling a single card a pile). All players are allowed to look at their hands (the four cards they were dealt).

Game play: The game is played with a series of rounds. The deal and start of each new round will rotate to the left. The player to the left of the dealer starts the round. They play one card from their hand. If the number on the card played does not match one of the pile cards, they place the card in the center of the table, creating another open pile. If the number on the card played matches any pile, they steal the pile and place it in front of them. Play continues to the left. Once a player has a pile in front of them, it can be stolen by another player if that player plays a card with a matching number. Each time a pile is stolen, it is placed on top of the player's existing pile. Play continues until all cards in the players' hands are played. At the end of the round the Player to the left of the dealer becomes the new dealer and deals out 4 cards to each player. The round then starts with the player to the current dealer's left starting the round.

Determining the winner: After all rounds and cards have been played, the player with the least amount of cards gets all open pile cards added to their pile. If two or more players have the same least amount of cards, split them between the players. The winner of the game is the player with the most cards in their pile.

Scoring Games: For longer games score each round by adding the cards in each person's pile to a running score. The first person to 100 (or whatever total you set) wins.



by



Additional rules and hints:

- A player can place a matching card on top of their own pile (stealing your own pile is allowed).
- A player must take a pile if they play a card that matches an open or player pile. They can choose the pile to take, if more than one pile matches the card played.
- The order of play makes a difference, make sure to rotate the starting player for each round.
- Keep track of what cards have been played. It will help you to protect your pile or steal another player's pile.
- Players can only take one pile at a time. If multiple open piles with the same number exist, a player can only choose to take one of them.

Five player games: Only 2 cards are placed as open piles during setup. Only 3 cards are dealt to each player. Only 1 card is dealt to each player the final round.

Six player games: 4 cards are placed as open piles during setup. Only 3 cards are dealt to each player. Only 2 cards are dealt to each player the final round.

Seven to Twelve player games: The game can be played with 7 to 12 players. These games require an additional deck of cards and will change the setup and number of cards dealt to each player. The following chart shows how many decks are required, how many face down cards are dealt, and how many cards each player is dealt for the rounds.

# Players	Starting Open Piles	Cards dealt to each player	Cards dealt final round	# Rounds	# Decks
2				6	1
3	4	4	4	4	
4				3	
5	2	3	1	4	
6	4		2	3	
7	6		2	5	
8	8	3	3	4	
9	5		2		
10	4		1		
11	5		3	3	
12	8		2		



by



Steal the Pile™ Solitaire: The game can be played by a single player. You will get multiple cards and can use strategy against the deck. The deck gets to play more cards and gets to play the final 2 cards. Can you beat the deck? This is a fast fun way to play Solitaire.

Solitaire setup: Place 4 open piles in the center of the table.

Solitaire rounds: Deal yourself 4 cards. You play a card and can steal piles as normal. After playing a card, draw a card from the top of the deck and play it. If you can steal a pile with the card, place the stolen pile next to the deck. This is the deck's pile of stolen cards. Draw and play another card from the deck and play it. After you have played your 4 cards and 8 (2 for each time you play a card) cards have been played from the deck, start the next round by dealing yourself 4 more cards.

Winning: After all cards have been played, count the deck's pile and your pile. If you have more cards than the deck, you win.



hopes you enjoy Steal the Pile™. Visit <http://twinbladegames.com> to view our products and see what we are up to.

All content Copyright © TwinBlade Games LLC 2009.