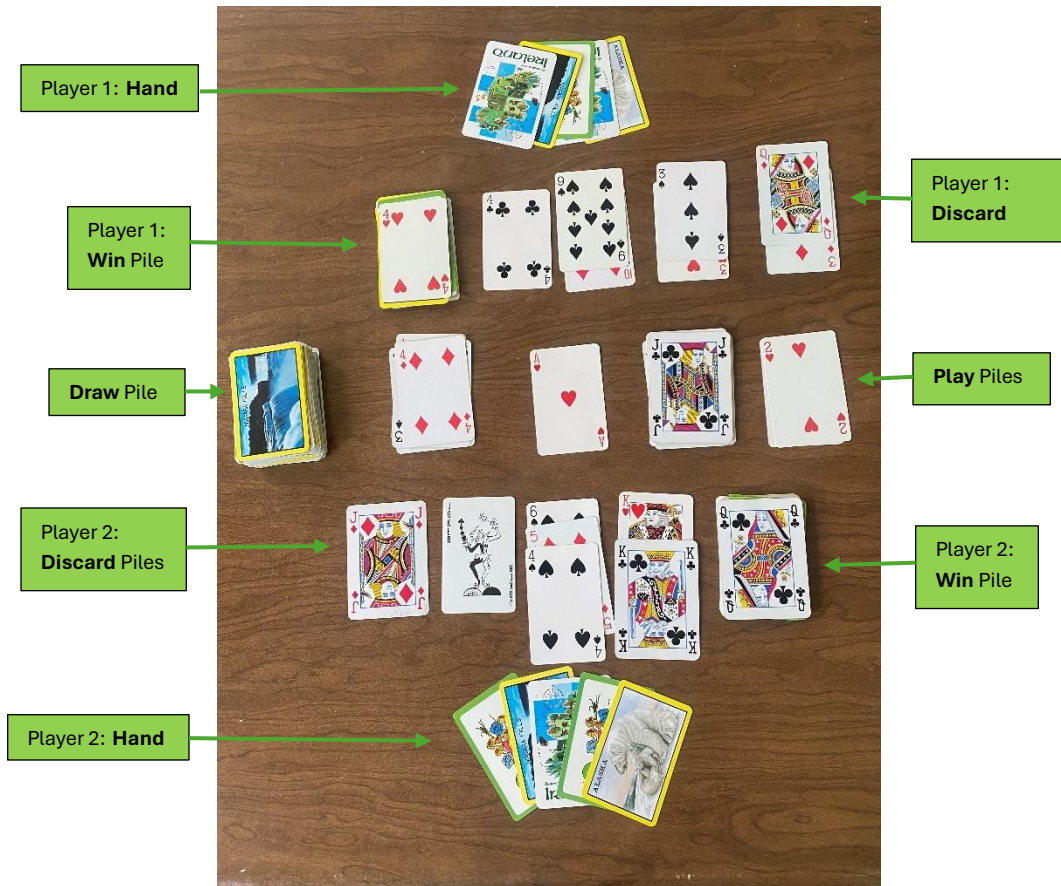


Beal Family Spite & Malice Card Game Instructions



What you'll need

2-3 decks of cards (including jokers) for 2 players (add a deck for each additional player, up to 4 players).

Goal

To be the first player to play out all of the cards from your stack of **Win** cards. Managing the cards in your 4 personal **Discard** piles is key, but try to remember that playing out those piles, or cards in your **Hand**, is not the ultimate goal.

Introduction

Players take turns, starting with 5 cards in their **Hand** at the beginning of each turn. They then utilize up to 4 **Play** piles to rid cards from their **Hand**, their 4 personal **Discard** piles, but most importantly, the cards from their **Win** pile. All players can utilize the **Play** piles during their turn, which must begin with an ace (no substitutions) and continue in upward sequence to a king (**A-2-3-4-5-6-7-8-9-10-J-Q, K**) after which the pile is removed from play. Jokers are wild cards and can be played as anything except an ace; no more than 3 jokers can be used in 1 **Play** pile. In this game, the color and suit of cards do not matter – the **Play** piles only need to be built sequentially.

Deal and layout

To begin the game, card packs are shuffled together. Each player is dealt 5 cards to be their starting **Hand**, 4 cards to start their 4 separate **Discard** piles, and 20 cards for their **Win** pile (in the case of 3-4 players, it's recommended that the **Win** piles consist of 10 cards instead of 20 to ensure a faster game and to keep more cards in play). The remainder of the cards become the **Draw** pile, from which each player will take enough cards at the beginning of each turn to ensure they are starting their turn with 5 cards in their **Hand**.

At the beginning of the game, players will arrange each of their **Discard** pile cards into 4 separate spots in front of them, facing upward. The **Win** pile can go to the right or left of the **Discard** piles (player's preference). Players will flip the top card of their **Win** pile and leave it upturned on top of the **Win** pile so it is visible to all players (players may not look at or reveal any other cards in the **Win** pile – throughout the game, the next card in that pile can only be seen once the top card is played off the **Win** pile). Whichever player has the higher **Win** card showing will play first, and then turns will be taken in a clockwise rotation. A joker is considered lowest numerically for the purposes of starting the game, but once in play, it can be used as anything except an ace. If the highest **Win** cards are equal between players, the highest numerical card showing in the 4 **Discard** piles will determine who goes first. At this stage of the game, the central area between players, which contains the **Draw** pile, will contain no **Play** piles.

To play

Always remember: the object of the game is to be the first to get rid of all the cards in your **Win** pile by playing them to the central **Play** piles. When you have managed to play the top **Win** card, you will turn over the next **Win** card and try to get rid of that. **Win** cards can only be played directly onto **Play** piles, and can never be moved to the **Hand** or onto **Discard** piles.

Also important: *Be spiteful and malicious! Look for ways to block moves by other players, especially in ways that reduce their chances of playing **Win** cards. You can (and should) taunt them while looking for ways to sabotage their play, and it's perfectly acceptable to work with other players (short of sharing the cards in your hand) to repeatedly block someone's chances of playing or winning the game. This is half the fun of this game – the other half, obviously, is winning!*

On the 1st round of turns, once the order of players has been determined as described above, there will be no communal **Play** piles established yet, so the 1st goal will be to get them started. Each player will begin their turn with the 5 cards in their **Hand** that they were dealt. The first card in a **Play** pile must be an ace, then 2, 3, and so on in sequence up to king, each card played being one higher than the card it covers.

Throughout the duration of the game, there cannot be more than 4 **Play** piles going at one time. If a player has an ace on top of their **Win** pile, in their **Hand**, or in any of their 4 **Discard** piles, they can use it to start a **Play** pile and keep adding cards in sequence, if they have them, from the top of their **Win** pile, **Hand**, or the top card in any of their own 4 **Discard** piles, until they have no more moves.

In fact, at any time during the game, if a player has an ace in their **Win** pile, **Hand** or on top of one of their 4 **Discard** piles and there is an open spot for a **Play** pile to be built, they must play that ace during their turn – it is the only card that can't be withheld if there is an opportunity to play it.

If a player plays all of the cards from their **Hand** during their turn, they may take 5 new cards from the **Draw** pile and keep playing if they are able to. If they play all 5 **Hand** cards again, they can draw and continue their play, etc.

*Note: Anytime a **Win** card is played, it is important that the player flip up the next **Win** card in their pile immediately, before playing any other cards. To not do so may result in an elating run of playing cards from the **Hand** or **Discard** piles and a player feeling really good about themselves, only to find that they tragically missed an opportunity to play one or more **Win** cards in the process – don't be that player!*

At the end of each turn, the player must ensure that they have 4 cards laid out for their **Discard** piles, filling in any empty spots with cards from their **Hand**, and then they must discard one final card from their **Hand** on top of one of these piles to signify the end of their turn. If a player does not have enough cards to do this, they may take 5 new cards from the **Draw** pile and keep playing if they are able to.

At the beginning of a turn (aside from the 1st round of turns in a game), players will begin by taking the number of cards from the **Draw** pile to start with 5 cards in their **Hand**.

If a player doesn't have any moves, they simply signify the end of their turn by selecting one card from their **Hand** to place on top of one of their 4 **Discard** piles.

*Pro tip: Managing your 4 **Discard** piles will become more important as the game goes on, as they can act as a reserve for cards that enable a player to smoothly add to the **Play** piles, in ultimate support of eliminating their **Win** cards. Whenever possible, try to discard cards from higher to lower sequences, as you may only play the top card from a **Discard** pile at any given time (cards from the **Discard** pile can only be played on **Play** piles, and never move back to the **Hand**). Stacking duplicate cards in one pile is sometimes another necessary strategy, as is creating a pile that just becomes a terrible stack of regret during the course of the game (a last resort).*

Once a **Play** stack has been capped with a king (or a joker played as a king), it can be set aside or retired, and a new **Play** pile can be started in its place. Once the **Draw** pile is nearly depleted, all retired stacks can be shuffled to replenish it.

End of the game

The game ends when someone wins by playing the last card of their **Win** pile to a **Play** pile. Be sure to take ample time to gloat if you are the winner.