



Designed by West Todd

Game Overview

"Wild Side" is an exciting card-shedding game for 2 to 8 players that combines skill and luck. The goal is to be the first player to play all 20 of your cards while trying to catch other players with unplayed cards, which count as penalty points against them.

Winning the Game

Play continues until each player has led a round twice or, for a shorter game, once. The player with the fewest penalty points at the end of the game is declared the winner.

Setup

1. Prepare the Cards:

- Shuffle the cards by "washing" them, mixing them thoroughly, on the table face-down.
- After washing the cards, leave them scattered and each player selects 20 cards facedown without looking.

2. Establishing Hands:

- Each player places 4 cards face-down in a row in front of themselves.
- Next, they place one card from the remaining 16, face-up on top of each of these facedown cards.
- Count the remaining cards. Each player should have 12 additional cards in their hand, totaling 20 cards (4 face-down, 4 face-up, and 12 in your hand). You can now look at the 12 in your hand.

3. Consolidate the remaining card pile.

This now becomes the discard pile.

4. Determine the Lead Player:

Players draw one card from the discard pile. The player with the highest value card drawn becomes Player #1. In the event of a tie, those involved draw again. Record all player names in clockwise order on a score sheet. The lead player will rotate clockwise one player in subsequent rounds.

5. Designate Roles

Appoint one player to be the Scorekeeper to track penalty points and another as the "Ranger". The "Ranger" will help clear the central pile to the discard pile during play.

Gameplay

1. Starting a Round:

The lead player will start a central pile by doing one of the following two actions:

A) Play one to four cards of equal value from your hand and/or from the face up cards in front of you. Declare the number of cards played and end your turn. Example: If you put down two 4's, declare "Two Fours".

B) Play a run of two or more cards of the same suit. There are four suits in four different colors: claw marks (green), feather (orange), paw (blue) and wing (red). A run is any number of 2 or more cards in descending numeric order, ending with the lowest number on top.

Once the cards are played, their turn ends moving to the next player.

2. Subsequent Turns:

Players may take the same actions as above but cards played to the central pile must be equal to or lower than the card currently on top of the central pile. They can play an equal value card up to 4 of a kind, any card of lesser value up to 4 of a kind, a run of 2 or more cards, or a Honey Badger. The player will declare what's on the central pile after playing their card(s). Example: the central pile has two 4's; You play add one 4. You would declare "Three fours".

Playing a Run:

Runs must include 2 or more cards in the same suit/color in descending sequential order. The first card of the run must begin with a card equal to, or sequentially lower than the top card of the central pile. The suit/color of the central pile card does not matter, however the run of cards the player lays down must be in the same suit/color. *EXAMPLE: The central pile has a blue 10. The player could continue a run with a red 9-8 or start a run with a green 10-9.*

Playing a Honey Badger:

Instead of the actions above, a player may play a single Honey Badger card onto the central play pile. Honey Badgers do not have a number so may be played on any card value.

Clearing the Central Pile:

If a player plays a single Honey Badger or creates four of a kind (equal value) on top of the central pile, the central pile is cleared to the discard pile. Creating four of a kind may be done by playing four cards of equal value or matching your played cards to what is already on top of the central pile, but the total number of equal value cards on top of the central pile and from the current player may not exceed four. *EXAMPLE: There are two 9's on top of the central pile. I have a 9 in my hand and a 9 on one of the stacks in front of me. I can play both the 9 in my hand and the 9 on the stack to the central pile. After playing these two 9's, there will be four 9's on top of the stack. I declare "Four Nines" and clear the central pile.*

After clearing the central pile, the current player continues their turn with the same rules as above declaring their play (up to 4 cards of equal value, a run, or a honey badger).

Playing a Higher valued card:

If a higher valued card is played, that player must declare the card played and pick up the central pile adding it to their hand. This ends their turn and the next player will begin the new central pile. If a higher value card is all that you have available to play, you must play it as there is no way to skip your turn.

Playing Blind Cards:

The face-down cards can only be played if the corresponding face-up card on top was previously played. These are blind cards and a player may never peek at them. You must decide to play a blind card before playing any other cards and this card is only revealed once it is on top of the central pile. If the blind card is higher than the number of top of the central pile, you must pick up the pile and your turn is over. If the blind card is equal to or lower than the number that was on top of the central pile, play continues as normal. You may add cards from your hand or the face up cards in front of you as long as they are equal in value (up to 4 of a kind) OR make a run in the same color.

3. Round End:

A round ends immediately when a player puts their last card (including the cards in their hand and on the table in front of them) onto the central pile. Those with cards remaining add up their points.

4. Scoring:

- All cards 2-9 are worth 5 penalty points
- 1 and 10-12 are worth 10 penalty points
- Honey Badgers are worth 20 penalty points.

Number of Rounds in a Game

Play continues until each player has led a round twice or, for a shorter game, once.

End of Game

After your determined number of rounds ends, tally up the penalty points and the player with the lowest total wins.

