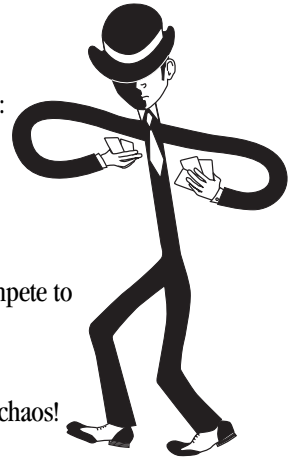


Perpetual Commotion™

GAME INSTRUCTIONS



CONTENTS

Each **Perpetual Commotion™** game includes:
6 decks of Perpetual Commotion™ cards
1 eight-sided die
1 set of game instructions

THE DECK

Each **Perpetual Commotion™** deck contains:
4 “Start” cards
4 “Stop” cards
4 sets of colored (red, blue, green, yellow)
cards, each numbered 2-12

OBJECT

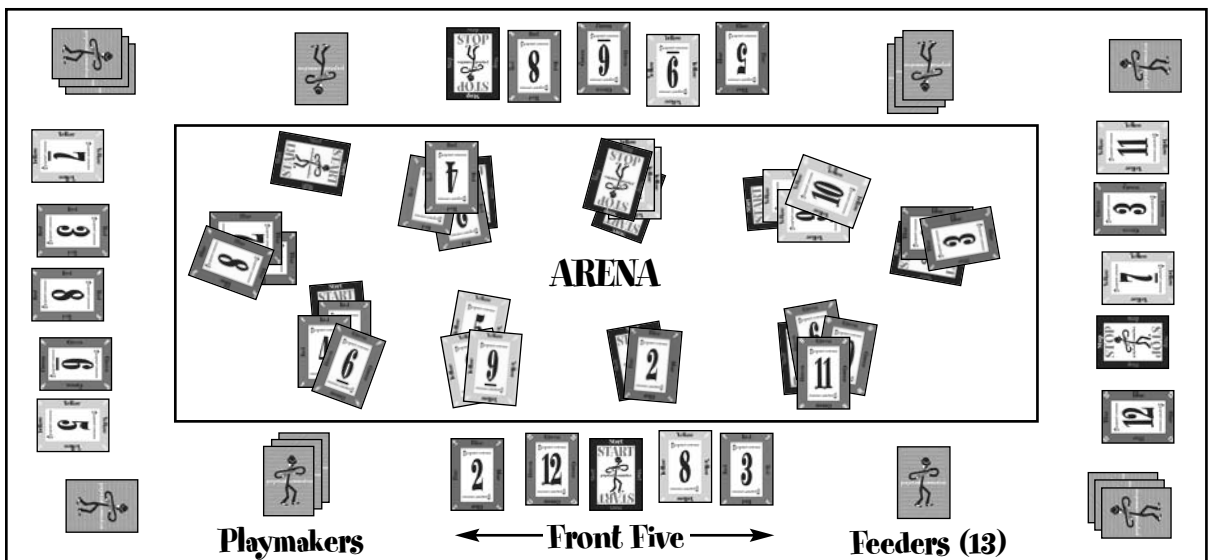
Perpetual Commotion™ is a fast-paced, frenetic, free-for-all card game in which players compete to get the cards from their deck into a common playing arena, and be the first to go out.

NUMBER OF PLAYERS

Two or three can play. Four is a commotion, six is **Perpetual Commotion™** and eight is total chaos!

OVERVIEW

Once the “starter” has given the signal, the round begins with players laying down a line of five cards, faceup, in front of them [**Front Five**], and placing thirteen cards, facedown, in a single pile [**Feeders**]. The remaining cards [**Playmakers**] will be sorted through (solitaire-style, on a three count) and played continuously throughout the round. Once his/her cards are set up, a player can immediately begin scoring points by moving cards into the playing **Arena**. The card piles in the **Arena** are built in consecutive order, by color, beginning with the “Start” card and ending with the “Stop” card. Any “2” card can be placed on any “Start” card, and the color of a “2” card will determine the color for that specific card pile. Once a “Start” card has been moved into the **Arena**, it becomes community property, and *any* player may play on *any* pile. As cards from the **Front Five** are played, they are replaced with a card from the **Feeders** pile. Players may only end the round when they have emptied their **Feeders** pile. The first player to reach 150 points wins the game.

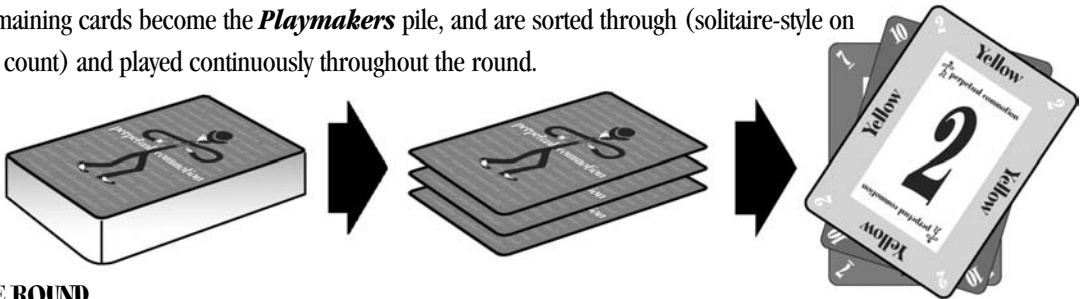


STARTING THE FIRST ROUND

- Seat players at equal distance around the playing table, and have each player shuffle a deck of cards.
- Have players place the shuffled decks into their left hand and grab on to the deck of cards held by the person sitting to their right. Think of this as the “*starting circle*.”
- The first round begins when the “starter,” a player chosen at random (age, brains, beauty, high roll of the die...*whatever*), says, “Go.”
- As soon as the starter says, “Go,” players release the deck in their left hand and take the deck from the player to their right. (*In case you're wondering, beginning the hand in this manner helps to ensure an honest shuffle and a clean start.*)
- Players place a row of five cards, faceup (**Front Five**), and stack a single pile of thirteen cards (**Feeders**), facedown, in front of them on the table.

Hint Keep your **Front Five** and your **Feeders** pile close to you, and out of the **Arena**.

- The remaining cards become the **Playmakers** pile, and are sorted through (solitaire-style on a three count) and played continuously throughout the round.



PLAYING THE ROUND

- Play is simultaneous and continuous throughout the round. Pay attention; this game is fast and furious. In any given hand, heads-up play can win over luck-of-the-draw.
- The “Start” card is the first card that can be thrown into the **Arena**. Since the “Start” card is wild (can be used with any color), the color of the “2” card that is thrown onto a “Start” determines the color for that specific pile. Once established, pile colors cannot be changed.
- Cards are played onto the **Arena** piles in consecutive order (e.g. 2,3,4, 5 etc.), and a pile is closed once a “Stop” card is placed on top of a “12” (the highest number)card. “Stop” cards are also wild and can be played on a “12” of any color.
- Players should quickly look to see if any of their **Front Five** cards are playable in the **Arena**. “Start” cards from the **Front Five** (or from the **Playmakers** pile) can be placed anywhere within the **Arena**.
- Whenever a card is moved from the **Front Five** into the **Arena**, it is replaced with a card from the **Feeders** pile. There should always be five cards in the **Front Five** (hence the name).
- If you are unable to play any of your **Front Five**, begin sorting through the **Playmakers** in your hand. These cards are counted out three-at-a-time, and flipped faceup on the table in front of you. If you cannot play the top card onto a pile in the **Arena**, count out three more cards and place them faceup on top of the previous **Playmakers** cards. If you can play the top card, place it onto the appropriate **Arena** pile, then see if you can play the “new” top card. Keep playing the faceup **Playmakers** until the top card is no longer playable, then count three more cards from your remaining **Playmakers** and flip them over, faceup, on top of your unplayable **Playmakers**. Once you have played through all of your **Playmakers**, pick up the pile, flip it back over, move the top card to the bottom of the pile (to change the sequence of cards), and sort through it again. The faster you flip through the **Playmakers**, the more cards you’ll likely get into the **Arena**. But don’t forget to keep playing those **Front Five** and work down your **Feeders** pile. (See scoring for more explanation.) Speed wins!

ENDING THE ROUND

- Once a player's **Feeders** pile is empty (the **Front Five** does not have to be emptied), that player is eligible to call "**Out!**" and end the round. Once "**Out!**" has been called, all play stops, **period!** It's all over but the scoring.
- At the end of the round, players are allowed to fill any holes in their **Front Five** (with cards from the **Feeders** pile).
Hint: A player is not required to call "Out!" and end the round. It may be to his/her advantage to keep playing cards into the **Arena**. But remember, bonus points (see scoring) will only be awarded to the first player to call "**Out!**" (assuming that player's **Feeders** pile is empty).

STANDARD SCORING

- Once a round has ended, each player must first count the number of cards remaining in his/her **Feeders** pile. For each card remaining, players are assessed a penalty of 2 points. For example, if a player has 4 cards remaining in the **Feeders** pile, that player is assessed 8 penalty points. Each player must remember his/her own penalty number. If you think you'll forget, write it down!
- Next, collect all the cards that were played into the **Arena** (only the cards from the **Arena**), sort according to deck color, and return to the appropriate player for counting. Each card played into the **Arena** during the round is worth 1 point. Each player counts his/her own cards.
- To calculate a player's score for the round, subtract the penalty points assessed from the number of cards successfully played into the **Arena**. For example, if a player counted 20 cards from the **Arena**, and had 8 penalty points, that player's score for the round is 12 points.
- The player who first called "**Out!**" receives an additional 5 bonus points.
- Record scores for each player and subtotal after each round. It is quite possible for a player to end up with a negative point value for the round.

BONUS SCORING

- Once the first round has been completed, the **eight-sided die** is introduced into the game. Before the start of the second and all subsequent rounds, the player who called "**Out!**" in the **preceding** round will roll the die to set scoring for the **upcoming** round.
- The scoring (for the next round only) will be determined by the roll of the die as follows:
 - 1, 3, 5, or 7 = Standard Scoring (described above)
 - 2 = 10 points (5 additional) for calling "**Out!**" *
 - 4 = double points value for the hand **
 - 6 = 20 points (15 additional) for calling "**Out!**" *
 - 8 = Perpetual Demotion!! ***

*This bonus is awarded to the person who calls "**Out!**" in the upcoming round. All else is standard scoring.

**To determine final score, calculate the standard score for the round, and then multiply by two. This includes negative scores, for example, minus five times two equals minus ten.

***The roller (only) must immediately subtract ten points from his/her total score, and the subsequent round will be standard scoring.

STARTING SUBSEQUENT ROUNDS

- After scoring for the completed round has been recorded and the die has been rolled to set scoring for the upcoming round, players reshuffle their cards. Shuffle well; this deck is about to be handed to your opponent.
- Players then place the shuffled decks in their left hand and grab on to the deck of cards held by the person sitting to their right. Players will be using a different deck each round, so everyone will get a shot with their “lucky” deck.
- The player who called “*Out!*” in the previous round has the honor of signaling the start of the subsequent round by saying, “*Go.*”

And a new round begins...

GAME ENDS

The first player to reach 150 points wins the game.

SOME GROUND RULES

- 1) No two-handed play (also known as double pumping) is allowed in the **Arena**. Players may only place one card down at a time. If a player wants to place two cards consecutively, he or she must lay down the first card, and then use the *same* hand to pick up and place the second card.
- 2) There are no time-outs. If a player drops his/her cards and needs to pick them up, or if two players want to haggle over whose card reached a specific **Arena** pile first, have at it! If the **arena** piles are messy, feel free to clean them up! Whatever the case, just don't expect anyone else to stop playing.
- 3) Players are not allowed to search through the cards in the **Playmakers** pile. Only the top card of the **Playmakers** pile may be played. Once the top card is played, the next card may also be played if there is an opportunity, but the player may not dig through **Playmakers** looking for cards to play.
- 4) If the round freezes, and it almost *never* will, players may each add a sixth card to their **Front Five** to put the round back in motion. However, the **Front Five** must be played back down to five cards (in addition to an empty **Feeders** pile) before a player can call “*Out!*” and end the round. In nearly all cases, well-played **Playmakers** will keep a round in full motion.
- 5) If the number of players coupled with the style of the playing table prohibits some players from “equal access” to the **Arena**, you can rotate player-seating positions following each round.

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