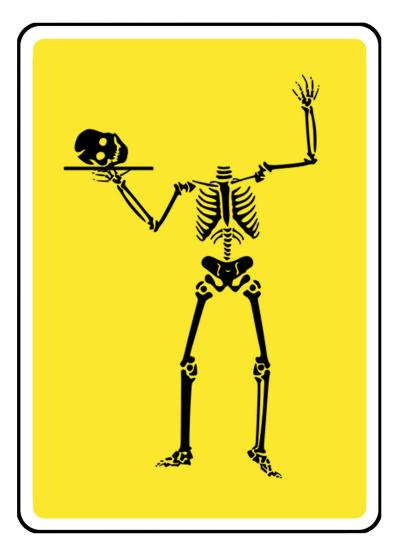
"Smack Down" - The card deck game where players get to smack down any one of 13 targets; or as many targets as they like. And with four "smack downs" for each category; it's the perfect release for impaired players. "Once the game starts - it has a life of its own." Don't worry – If your favorite targets aren't included: there are blank cards where you can write them in!

The object of the game it to win all the cards by being the first to slap, or "smack" each Smack Down as it is played to the center.

Deal cards one at a time face down, to each player until all the cards have been dealt. The hands do not have to come out even. Without looking at any of the cards, each player squares up their hand into a neat pile in front of them.



SMACK DOWN

Beginning on the dealer's left, each player lifts one card at a time from their pile and places it face up in the center of the table.

When the card played to the center is a Smack Down – the first player to slap their hand down on the card takes it, as well as all the cards beneath it. The player winning these cards turns them face down, places them under their pile of cards, and shuffles them to form a new, larger pile.

When more than one player slaps at a Smack Down, the one whose hand is directly on top of the card wins the pile. If a player slaps at any card in the center that is not a Smack Down, they must give one card, face down, to the player of that card.

When a player has no more cards left, they remain in the game until the next Smack Down is turned. The player may slap at that card in an effort to get a new pile. If the player fails to win that next pile, they are out of the game.

Print and cut out the cards [art for card backs is included.] Play nice.

