

Twist on Cards

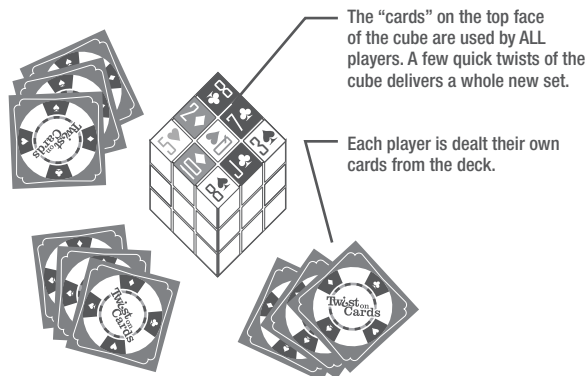
GAME INSTRUCTIONS

Twist on Cards is all about creating poker-style hands using a combination of the “cards” on the cube and cards from the deck.

Players compete to create the best possible hand for each round. Based on the strength of their hands, players use their cards as betting chips. Win the round and you collect all the cards bet by you and your opponents. Win Twist on Cards by using the cards you have collected during the game to form a winning hand in the Finale.

1 getting started

One person shuffles the card deck and deals one card to each player. The high card holder becomes the dealer for the first round. In the case of a tie, deal a second card. The dealer shuffles the card deck again and deals three cards, face-down, to each player. Cards are always dealt one at a time and in the same direction throughout the game. To start the game, the dealer thoroughly shuffles the cube and places it in the center of all players.



2 it's your turn

In each round, players create their best poker-style hand by using 1 to 3 of their dealt cards and any 3 “cards” on the top face of the cube. Like in Tic Tac Toe, the “cards” you choose to use on the cube face must be three in a row. (See “How to Create Your Best Hand” feature, on reverse.)

EXAMPLE TURN

On their turn, players bet against their opponents based on their best hand. The dealt cards a player uses to make up their Called Hand *must* be included in their wager. For instance, if they are betting on a hand of 3 aces, and 2 of those aces are cards they have been dealt, those cards must be included in the bet.



EXAMPLE TURN

If a player is calling a hand of four 5's, three of which appear on the cube, the player must bet the dealt 5, but are also allowed to bet the other 2 cards in their hand.



Once all players have either bet or folded, players reveal their Called Hands to see who wins the bet cards (the “pot”) for that round. Optionally, the table may decide that the highest number of cards bet by any one player must be matched for any players to stay in the round. For the next round, the cards that were not bet are returned to the deck and the role of dealer moves to the next player to the left.



matching card rule

A player cannot reuse the same “card” twice in the same hand. If a dealt card matches—in both rank and suit—a card on the top face of the cube, only one of those cards can be used in the Called Hand. For example, they may not have two 5♠ in their hand.

Continued! >>

how to create your best hand *a scenario*

player 1



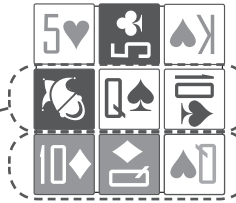
CARDS OF PLAYER 1

Player 1's best hand here is a straight flush:



She would probably want to bet all 3 cards here, the 8 and Jack of spades to make her hand and the 5 of diamonds that might be needed in the Finale!

TOP FACE OF CUBE



player 2



CARDS OF PLAYER 2

Player 2's hand is a bit trickier since the 10♦ and Q♠ match "cards" on the cube, and would seem not to help much. A closer look reveals three Queens.



With only three-of-a-kind, this player would likely not risk betting the 10♦ and 7♥, but must bet the Q♠.

STRATEGY TIP

MATCH 3 to WIN THE ROUND!

If all three of a player's dealt cards show up anywhere on the top face of the cube, they may call "Twist" once everyone has bet and instantly win the round!

It is advantageous to win not just more cards than your opponents, but also those that will best position you to create a game-winning hand during the Finale. This means a player may want to bid additional cards that are not necessary to win the round, but will help during the Finale. Keep in mind, however, that if you don't win the round, you may give your opponent a card that will advance his chances at the end of the game!

3 the last round

Game play continues as long as there are enough cards in the deck to deal each player two cards. On the last round in which each player can have a full hand, the winner of that round collects any remaining cards from the deck.

4 finale & winning

During the Finale, players take the cards that they won during the rounds and create their best possible hand. It is entirely possible for the player winning the fewest cards to still pull off an upset during the Finale.



instant win!

If you discover, at any time during the game, that you have won the cards needed to form a royal straight flush, you can reveal it to the other players and be declared the winner!

ready for the next level of play?

For variations on ways to play familiar card games with Twist on Cards, see our website at www.twistongames.com

Twist on Cards

also from
Twist on Games
It's your turn!

www.twistongames.com

Twisticon!™
A family game
of matching sets.



Twist on Words!™
Fast-paced word
finding for the
whole family.

