



Learn To Play On-Line: [www.bag-o-loot.com](http://www.bag-o-loot.com)

## Object Of The Game:

Earn the most points by creating, stealing, and completing sets of matching cards.

## Equipment:

The deck consists of sixteen numbered coin cards (five of each number), five looter cards, four reminder cards, and one spare card (in case you lose one).

## Setup:

- Determine when and how the game will end. It can be after a number of rounds, at a certain time, or when an agreed upon score has been reached. (A typical game is four rounds.)
- If playing more than one round, you will need a piece of paper and a pen or pencil to keep score.
- Give each player a reminder card.
- Select someone to be the first dealer.
- For a two player game, remove four sets of coin cards and two looters. For a three player game, remove two sets of coin cards and one looter. For a four player game use all the cards.
- Dealer shuffles the deck and deals seven cards to each player.
- Leave the remaining cards face down in the middle of the table.
- Player to the left of the dealer goes first.

## How To Play:

### — Taking A Turn —

- Always start your turn by drawing a card from the deck.
- You may **holdup** one other player.
- You may **open, build, steal, and exchange junk cards** as many times as you would like.
- End your turn by **knocking** on the table, saying "I'm done," or making a **Bag-O-Loot**.

### — Completing A Round —

- Play continues clockwise around the table until:
  - (1) A player is able to play all of their cards in one turn (a "**robbery**"); OR
  - (2) All the cards are drawn from the deck and no one makes any more plays. (See "Answers to common questions" for an explanation.)
- At the end of the round record everyone's score. Deal rotates to the left.

### — Winning The Game —

- Player with the most points wins the game.

## Definitions:

**Stash:** The area of the table in front of you where you keep your collections and Bags-O-Loot. (see diagram)

**Looter Cards:** A looter card is a wild card and can be used as any other card. It can be used to open, build, steal, or create a Bag-O-Loot.

**Open:** Take two matching coin cards from your hand and place them face up on the table in front of you (in your stash). This new set is called a **collection**.

**Build:** Add another matching card to one of your collections.

**Steal:** Take a collection from another player. When stealing less than four cards, show your matching card, ask for the collection, and combine them into your stash. If you are stealing a collection of *four* cards, you do NOT show your card as it becomes the face down card in your new **Bag-O-Loot**.

*You cannot steal if you are **locked out**:*

**Locked Out:** If you have no open collections in your stash, you are locked out. (A Bag-O-Loot is not an open collection.)

**Holdup:** Ask another player how many cards they have in their hand. If they have more than eight cards, you get to take the extra cards (randomly, without looking) and add them to your hand. If not, your turn is immediately over. *A holdup must be the first play of your turn.*

## Definitions (cont'd):

**Bag-O-Loot:** A set of five cards. To make a Bag-O-Loot, build on or steal a collection of four cards placing the fifth card **face down** on top of the other four. You can only make one Bag-O-Loot per turn and it ends your turn. If the fifth card matches the other four or the fifth card is a looter, the Bag-O-Loot is genuine. Playing a non-matching card is considered a **bluff**.

**Challenge:** If any player suspects that a Bag-O-Loot is a bluff, he can yell out "**Show me the loot!**" any time *before the next player begins their turn*. The challenger gets to peek at the face down card.

If the Bag-O-Loot is a bluff, the challenger gets the Bag-O-Loot. If it is genuine, the challenger loses a Bag-O-Loot to the player being challenged. If the challenger does not have a Bag-O-Loot they lose **all** of their open collections.

*You cannot challenge if your stash is empty.*

**Exchanging Junk Cards:** If you have a card that matches the cards in any Bag-O-Loot on the table, you may exchange that card for a new card from the deck during your turn. The discards go into a "junk pile" in the center of the table and are not used again until the next round when the deck gets shuffled.

**Robbery:** If you are able to play all of your cards in one turn, the round is immediately over. As a bonus, you get to take one Bag-O-Loot from any other player. Two restrictions: *A robbery cannot end with a bluff.*

## Penalties:

**Forgetting To Draw:** If you start making plays without first drawing a card from the deck, you must undo any plays made and skip your turn.

**Rushing Your Turn:** If you start your turn before the previous player is finished, you must undo any plays made and skip your turn.

**Split:** If you open with cards that match a collection already on the table and you complete your turn without stealing them, you have created a split. ANY player that notices the split gets to combine them into his stash as a four card collection or as a Bag-O-Loot.

## Scoring:

At the end of the round, remove one card from your stash for every card in your hand. Start with your collections before you bust up your Bags-O-Loot. Remaining Bags-O-Loot are worth ten points each, cards in collections are worth one point per card. If you have more cards in your hand than you have in your stash, you get zero points for that round.

### Example 1:



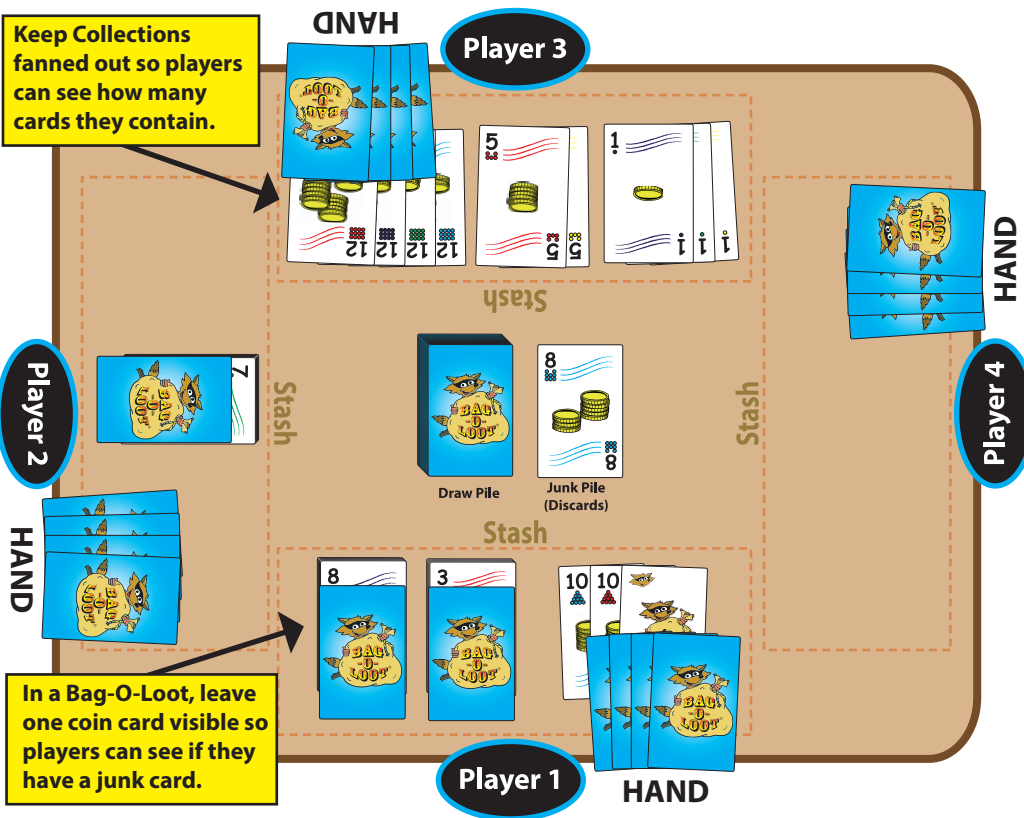
Round is over. You have four cards left in your hand. After you remove four cards from your stash (x's) there are five cards remaining. Your score would be 5 points.

### Example 2:



Round is over. You have four cards left in your hand. Remove three cards from your open collection and one card from a Bag-O-Loot. You are left with one Bag-O-Loot that is still complete (10 points) and four cards from the busted Bag-O-Loot (4 points.) Your score would be 14 points.

**Keep Collections fanned out so players can see how many cards they contain.**



### In the diagram above:

- Player 2 cannot steal because she has no open collections.
- Player 4 cannot challenge because his stash is empty.
- If Player 3 challenged and lost, he would lose ALL his collections.
- If Player 1 challenged and lost, she would lose one Bag-O-Loot.
- If the round was over now and each player had four cards in their hand, Player 1 would get 14 points, Player 2 would get 1 point, Player 3 would get 5 points, and Player 4 would get 0 points.

## Advanced Play

For more competitive play, each player is given one looter card at the beginning of every round. One extra Looter Card is left in the deck and shuffled in with the rest of the cards.

## Answers to common questions:

- **Do you have to play if you can?** No.
- **Can you open with a looter and a coin card?** Yes.
- **Are cards with a higher number worth more?** No. All cards are of equal value when scoring.
- **Do the colors mean anything?** No.
- **What happens after the last card is drawn from the deck?** Players may continue taking turns as long as they make at least one play per turn. Any player that knocks without making a play is done for the round.
- **Can you use more than one looter card in a collection?** Yes.
- **Can you create a collection using just looter cards?** No.
- **If you steal a collection that contains a looter, what happens to the looter card?** Nothing. Once played, looter cards remain in their collections.
- **Can I challenge a Bag-O-Loot if I draw a matching card?** No. You must challenge a Bag-O-Loot immediately after it is played. Once the next player begins their turn, it's too late. After that a Bag-O-Loot can never be challenged.
- **Can a Bag-O-Loot be challenged more than once?** No.
- **What if I open with a pair that matches a collection already on the table?** You get to open and steal in the same turn. If you steal a collection of three cards, it makes a Bag-O-Loot and ends your turn.
- **How many people can play Bag-O-Loot?** We recommend 2-4 players. You can play with more, but robberies become less common in games with more than four players.

For more information and other rule clarifications visit us on-line at:  
[www.bag-o-loot.com](http://www.bag-o-loot.com)