Pickup

A Collecting Game for 2 to 6 Players

Pickup is a simple game of set collection, modeled on family games of yore. This version features artwork from the original Fruit Deck, but of course you can play with any Pairs deck.

Summary: *Players will play cards from their hands, trying to pick up cards from the center of the table. Picking up a card can "knock out" other cards of the same rank, so the scores are always changing!*

> **Players:** 2 to 6
> **You Need:** A Pairs deck and a way to keep score

To Begin: Shuffle the deck and deal a hand to each player, face down. The number of cards in the starting hand varies with the number of players, as follows:

Players:	2	3-4	5-6
Cards:	7	6	5

Each Round: Start each round by dealing a *pool* of five cards into the center of the table, face up.

Next, every player chooses one card from their hand and plays it face down. These cards are revealed simultaneously, and then the cards will act in order from lowest to highest. Ties are broken as described below.

Ties: For determining play order, break ties in favor of the player closest to the left of the *player who acted last*. At the start of the round, this is the player who acted last in the previous round. In the first round of the game, start to the left of the dealer.

Pickups: When it is your turn to act, you may *pick up* one card from the pool that is *equal to or lower than* the card you played. For example, if you play a 5, you may pick up one card rank 5 or lower, if there is one. Discard the card you played, and set the pickup in a *score pile,* face up.

Knockouts: When you take a card from the pool, you also *knock out* (discard) all the matching cards in *other players' score piles*, as well as any matching cards that remain *in the pool*.

Stacking: If there are no valid pickups in the pool (or if the pool is empty), then you may put the card you played directly into your score pile. This is called "stacking." This does not count as a pickup, and nothing gets knocked out.

> **An Example:** The pool contains **10-9-8-8**. Two **8**s are played. The first **8** (closest to the left of the last player to act) *picks up* one **8** from the pool. This *knocks out* the other **8** in the pool, as well as any **8**s that were in other players' score piles. The pool is now **10-9**. The second player's **8** is *stacked*, because there are no legal pickups. Stacking the second **8** does not knock out the first player's **8**.

Continuing: After all players have acted, discard any cards that remain in the pool. Then deal a new pool of five cards, and play another round. This continues until players have played out their hands, and then the game is over.

Winning: Each card you collect is worth its face value in points.

For a longer game, you can play to a higher total score, with the winning total based on the number of players:

Players:	2	3-4	5-6
Score:	150	100	75