

Sixes

Make each pair cancel out. Lowest total after six rounds wins.



2 to 8 players

6 rounds

Standard deck with Jokers

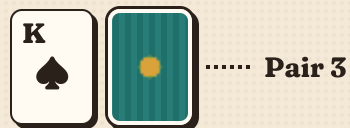
1 Setup



..... **Pair 1**



..... **Pair 2**



..... **Pair 3**

- ① 2 to 4 players: one deck + 2 Jokers. 5 to 8: two decks + 4 Jokers. Deal six face down each.

- ② Lay them in three rows of two. Each row is a **pair**.

- ③ Flip any two face up. Never peek at the rest.

- ④ Stack the rest as the draw pile. Flip its top card to start the discard pile.



Draw
pile

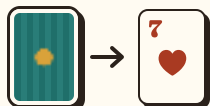


Discard
pile

2 Your turn: do one

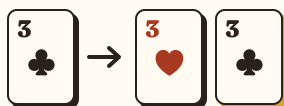
The dealer goes first, then play goes left.

A Draw



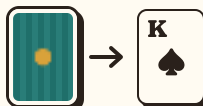
Look, then swap with any of yours or discard. In any swap, the new card and old discard both go face up.

B Take discard



Take the top discard. You must swap it in.

C Flip



Flip one of your face-down cards.

Then Knock?



After your own move, even your first: knock if you think you're lowest. Everyone else gets one more turn.



Teaching the table? Read this out loud.

"You have six cards in three pairs. On your turn, draw a card, take the discard, or flip one of yours. Matching cards in a pair cancel to zero, and an Ace or Joker cancels the card next to it. Lowest score wins, so knock when you think you're lowest. Knock wrong and you take everyone's points."

First time? Play one practice round that doesn't count.

Sixes • Scoring and ending a round

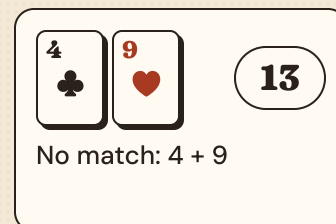
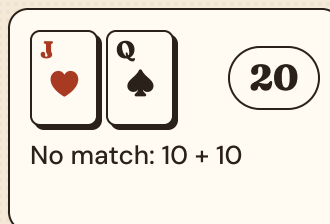
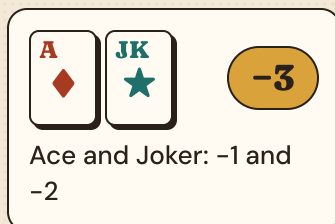
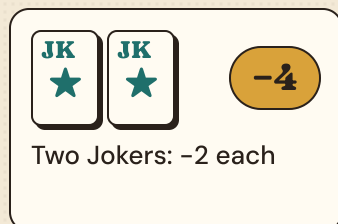
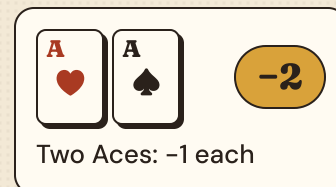
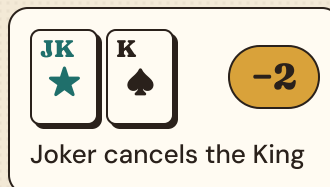
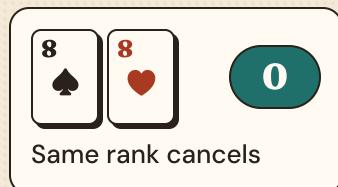
Side 2 of 2

Card values

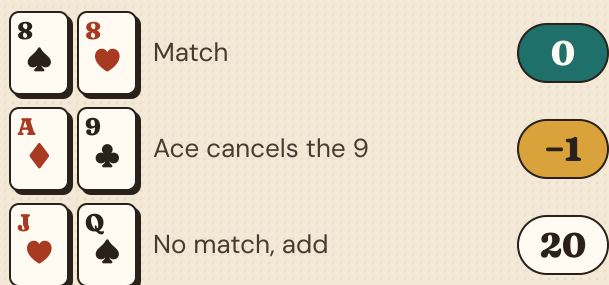


How pairs score

Each pair scores on its own. Then add your three pairs.



One whole hand



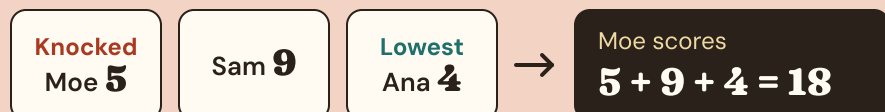
Ending a round

- Someone knocks, or has all six cards face up.
- Everyone else gets one more turn.
- Flip every card and score your pairs.

Record scores. Shuffle all cards; the next player to the left deals. Draw pile empty? Shuffle the discards, keeping the top card.

The knock risk

Knock and you're not lowest? Add everyone else's points to yours. They still score their own.



A tie for lowest is safe. Going out with all six face up has no penalty.

Winning

After six rounds, add up.
Lowest total wins. Ties share the win.

Tips

- Aces and Jokers are gold.
- Watch the discard pile.
- Big face-down cards are a gamble.
- Only knock when you're sure.