RACKO

2-4 players

OBJECTIVE:

Swap out the cards in your rack one by one. In each round, be the first to get them in progression from least to greatest.

Directions:

Each player draws a card from the deck. The highest number deals. Deal 10 cards facedown to each player. As a card is dealt to you, immediately put it in your rack, starting at the back slot and working down to the front slot. Do not organize the cards while placing them in your rack.

Place the remaining cards facedown to form a draw pile. Turn over the top card and place it next to the draw pile to form a discard pile.

RACKO is played in rounds. Each round ends when someone goes, ‘RACKO’ by getting his or her cards in order from least in the front, to greatest in the back.

The player to the left of the dealer goes first. Take the top card from either the discard pile or draw pile. You may not take the top card from the discard pile if it is a green Prime card.

(More on back)

**If you take from the discard pile** – exchange it with one in your rack. Place the card from your rack face up on the discard pile. If it’s a blue card, your turn is over. If it is a green Prime card, follow the card’s directions. Then your turn it over.

**If you take from the draw pile** – you may choose to exchange it with one in your rack or discard it on the discard pile. If it’s a blue card, your turn is over. If it is a green Prime card, follow the card’s directions. Then your turn it over.

As soon as a player gets all 10 cards in numerical order, yell ‘RACKO!’ Now the round is over, play stops, and the round is scored.

The player who yelled ‘RACKO!’ automatically gets 75 points. Other players score 5 points for each card in their rack that is correctly arranged from LOW to HIGH. The winner is the first person to accumulate 500 points.

Quick version: Just play one round. The first person to yell ‘RACKO!’ wins!