59 SECONDS
The World’s fastest Card Game!

You’ve got 59 seconds to get rid of your cards. Can you do it before your opponent?

Game Rules

Box Contents:
(54) Lightning-Fast Cards • (1) 59 Second Sand Timer

Object
The first player to get rid of all their cards from their HAND and DRAW PIECE wins the round. If done in less than 59 seconds, the player gets 10 points; if done in over 59 seconds, the player gets 5 points. The first player to reach 50 points wins the game.

Setup
The game is best played with both players facing each other.

1. Grab a piece of paper and a pencil and write down both players’ names. Use this to keep score.

2. Both players draw a card; player with the highest card value is the dealer. If a player draws a wild card, draw again.

3. Dealer shuffles the deck and deals four piles face down, side by side: five cards first REFRESH PIECE, then one card ACTION PIECE, then one card again ACTION PIECE, then five cards REFRESH PIECE.

4. Both players are then dealt a 21-card DRAW PIECE face down.

5. Players take the top five cards from their DRAW PIECE; this is now their HAND. Note: a player may have no more than five cards at one time in their HAND.

SETUP DIAGRAM:

PLAYER 1

DRAW PILE
21 cards

PLAYER 2

HAND
(DO NOT SHOW OPPONENT, HOLD IN YOUR HAND)

REFRESH
PILE
5 cards

ACTION
PILE
1 card

ACTION
PILE
1 card

REFRESH
PILE
5 cards

PLAYER 2'S

DRAW PILE
21 cards

PLAYER ONE'S

HAND
(DO NOT SHOW OPPONENT, HOLD IN YOUR HAND)

5 cards
Game Play

1. Dealer flips the 59-second timer.
2. As soon as the dealer flips the timer, both players QUICKLY and SIMULTANEOUSLY flip the ACTION PILE cards, each one flipping the card to their right.
3. As fast as they can, players get rid of cards from their HAND by adding them to EITHER ACTION PILE, placing cards either one number higher or one number lower in value on the top ACTION PILE cards.
4. As you play cards from your HAND, take new cards from YOUR DRAW PILE. Never exceed five cards in your hand at any time.
5. When NEITHER player can make a move, both players SIMULTANEOUSLY flip the top cards from the REFRESH PILES to the top of the ACTION PILES, flipping the card from the pile to their right.
6. Play resumes and continues until a player has no cards left.
7. As soon as a player gets rid of all their cards from their HAND and DRAW PILE, they must quickly announce that they are "out." Both players check the 59-second timer to determine if the winning player has finished before the sand has run out. Score accordingly (see below).
8. Loser deals next round.

Scoring

- If the winning player gets rid of their cards in less than 59 seconds: 10 points.
- If the winning player gets rid of their cards in over 59 seconds: 5 points.

Winning

- After each round, add the appropriate number of points to the winning player's score tally.
- The first player to reach 50 points wins the game!

Special Cards

- '1 or '14' Card
  
  The '1 or '14' card may be used as a one or as a 14, and it may be played on top of itself.

Wild Card

The wild card may be used at any time, for any value. When using it, players must call its value aloud.