**Box Contents**
54 Do Over! Cards (44 Pink Numbered Cards, 4 Black Bomb Cards, 4 Green Do Over! Cards, 2 Blue Reverse Cards)

**Object**
Do Over! is a game of high and low. Players strive to be the first to get rid of all their cards by discarding cards either equal to or greater than the top card of the Discard Pile. The first player to get rid of all their cards wins the game.

**Setup**
1. Choose a dealer.
2. The dealer shuffles and deals to each player a row of three cards, face down.
3. The dealer then deals to each player three more cards, placing them face up on top of the cards that were dealt face down. Now each player has in front of them three piles of cards, with each pile consisting of one card face down and a face-up card on top of it. This is the Reserve.
4. The dealer then deals to each player three cards face down. This is their Hand.
5. At this time, and at this time only, players may swap one or all of the three cards in their hand with one or all of the three face-up cards in their Reserve. For example, if one of their face-up cards is a Special Card (see below), they may choose to put it in their hand, replacing it with one already in their hand.
6. The remaining cards are placed in the center. This is the Draw Pile.
7. The player to the left of the dealer goes first and play continues in a clockwise direction.

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**Player 1**
1. Draw cards from the Draw Pile.

**Player 2**
Each player is dealt 3 cards face down, then 3 cards face up on top of the face down cards then a 3 card hand.
Game Play

1. The first player starts the Discard Pile by choosing a card from THE HAND and discarding it face-up next to the Draw Pile. They then take a card from the Draw Pile and add it to their Hand.

NOTE: A player may decide to discard their lowest card, for strategic purposes, they may opt for a higher card that would be harder for their opponents to top.

2. The next player must discard a card of equal or greater value than the top card of the Discard Pile. Again, players may choose to discard the lowest card in their Hand that is of equal or greater value, or they may choose to discard a higher card that might be harder for their opponents to beat.

NOTE: If a player has a card in their Hand that they do not want to play right away, they may choose to keep it for future use. Players DO NOT have to discard just because they can.

3. If a player does not have a card of equal or greater value in their Hand, they must pick up the entire Discard Pile and add it to their Hand. This ends their turn; they DO NOT discard.

NOTE: When a player has picked up the Discard Pile and winds up with more than three cards in their Hand, on future turns they DO NOT have to draw a card after discarding one. When their Hand is back down to three cards, they again must draw a card after discarding one.

4. Game play continues in this manner until there are cards left in the Discard Pile.

5. When the Draw Pile is depleted, players continue playing cards in their Hand without having to draw from the Discard Pile.

6. When a player has no cards left in their Hand, they begin to play from their Reserve pile.

NOTE: The face-up cards are played first. They do not have to be played in any specific order.

When a player discards a face-up card, they may NOT flip the face-down card beneath it.

When a player plays from their face-up Reserve cards and they do not have a card of equal or greater than the top card of the Discard Pile, they may not discard the face-down Card. They are now playing from a Hand of one. When they have discarded all cards in their Hand, they can only play from their Reserve.

When a player has gotten rid of all of the face-up cards in their Reserve and is left with just three face-down cards, they begin playing from the face-down cards. On their next turn, they can freely choose to flip face-down cards to flip and immediately play on top of the Discard Pile. If this card is equal to or greater than the top card, then their turn is over. If this card is not equal to or greater than the top card, they must pick up the Discard Pile and, once again, they are playing from a Hand. They do not resume playing from their face-down cards until they have gotten rid of all the cards in their hand.

The first player to get rid of all of their cards, first from their Reserve and then from their Reserve, wins the game.

Special Cards

- Do Over Card - The Do Over Card restricts the Discard Pile to one. For example, if the Do Over Card is played on top of a nine, the next player does not have to meet or beat a nine; they may play any card, no matter how high.

- Reverser Card - The Reverser Card reverses the order of the face-up Reserve cards. If the Reverser Card is played on top of the face-up Reserve pile next, still must discard a card that is equal to or greater than the card beneath the Reverser Card.

*Reverser Card is only used at the beginning of the game, not in the middle, nor during the game.*

- Bomb Card - The Bomb Card eliminates the Discard Pile, face-up Reserve cards and the face-down Reserve Card, including the Bomb Card, is removed and placed to the side, out of play. The next player starts a new Discard Pile, playing any card they choose.

NOTE: Though the eleven card has a crown on it, it is NOT a special card and is played strictly at face value. The crown merely indicates that the chip is the highest card in the deck.