

# MAD ONE

## How to Play

### Goal of the Game

Get rid of all the cards in your hand to win.

### Set-Up

1. Shuffle the deck thoroughly and deal 8 cards to each player.
2. Place the remaining cards face down to form a draw pile. Draw one card (not an action card) from the draw pile and place it face up in the middle of the table to form the discard pile.

*Note: If the draw pile is exhausted, take the top card from the discard pile, place it in the middle of the table, reshuffle the remaining discard pile, and place it face down to form a new draw pile.*

### How to Play

1. **Turn Order:** Turns move clockwise at the start. The youngest player begins the game.
2. **Playing a Card:** Match the top card on the discard pile by number, symbol, or color (e.g., if the top card is a blue 2, you must play a blue card or any 2). **Black cards** can be played at any time. If the top card on the discard pile is black, you can play any card on top of it.

3. **Unable to Play:** If you can't play a card, draw one from the draw pile. If you can play this card, do so immediately; otherwise, add it to your hand, and the turn moves to the next player.

4. **Saying "MAD":** Before playing your second-to-last card, you must declare "MAD." If you forget and an opponent notices before the next player plays, you must draw 2 cards as a penalty.

5. **The last card:** You're not allowed to play an action card as your last card. If you do so, you have to draw 2 extra cards as a penalty.

### Dice Legend



\*Discard all your pink cards.



\*Discard all your blue cards.



\*Discard all your green cards.



\*Discard all your yellow cards.



\*Choose the color you want to discard.



You have to draw 2 cards.

*\*If an action card is discarded on top, its effect still applies. All other action cards lose their power.*



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## Action Cards



**Skip:** The next player must skip their turn.

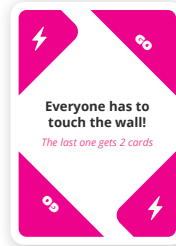


**Reverse:** When this card is played, the direction of play reverses.

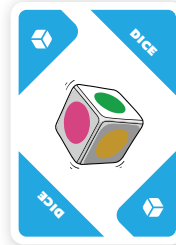


**Again:** The player who plays this card takes another turn. If they can't play another card, they must draw one from the draw pile.

**Note:** If only two players remain in the game, Reverse and Skip cards function like Again cards, granting the player another turn.



**Go:** These cards contain a group assignment (e.g., "Everyone has touch the wall"). Once this card is played, everyone (including the player who played the card) must perform the action as quickly as possible. The last player to complete the action must draw 2 cards.



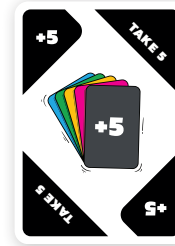
**Dice:** Roll a dice after playing this card. Follow the instructions in the 'Dice Legend' on the previous page.



**Pass Cards Right/Left:** When played, all players pass their entire hand of cards to the right or left, as indicated.



**Take 2/Take 5:** The next player must draw 2 or 5 cards, respectively. These cards can be stacked. If the next player has a Take 2 or Take 5 card, they can play it, making the subsequent player draw the cumulative number of cards (e.g., Player A plays a Take 2 card, Player B plays a Take 5 card, so Player C must draw 7 cards). After drawing the cards, it's the turn of the player who drew.



**Backfire:** When played in response to a Shot, Take 2/5, or Skip card, this card reverses the action back to the previous player (e.g., Player A plays a Shot card, Player B plays a Backfire card, making Player A take the shot). When played during a regular turn, it has no additional effect.



**Shot:** The next player must take a shot. These cards can be stacked. If the next player has a Shot card, they can play it, making the following player take the cumulative number of shots, and so on (e.g., Player A plays a Shot card, Player B plays a Shot card, so Player C has to take 2 shots).

## Contents

**148 cards as follows:**

- 20 Blue Cards - 1 to 10
- 20 Pink Cards - 1 to 10
- 20 Yellow Cards - 1 to 10
- 20 Green Cards - 1 to 10
- 10 Shot Cards
- 10 Go Cards
- 10 Dice Cards
- 8 Reverse Cards
- 8 Skip Cards
- 8 Again Cards
- 8 Take 2 Cards
- 2 Take 5 Cards
- 2 Pass Cards Right/Left Cards
- 2 Backfire
- 6 Shot Cups
- 1 Dice

