



Sixteen®

Ver. 1

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1. Instructions

Players: 2 or 4 **Ages:** 8+

Goal: To win the most "sets."

Deck: 4-colored deck of 54 cards (0: one of each color / 1-6: two of each color / wild: two).

Deal: Deal 3 cards to each player's hand. Remaining cards are stacked face down, forming the "draw pile."

Turn Play: A turn consists of drawing one card from the draw pile and then playing one card to the "play pile" (formed in first turn). Players alternate until a set is formed.

Forming Sets (3 Possibilities):

"Sixteen"...when the sum of the cards in the play pile equals 16; awarded to player who played final card of set.

"Bust"...when the sum of cards in the play pile exceeds 16; awarded to the player who did not play the final card of the set. A bust overrides a match.

"Match"...when three sequentially played cards are of the same color or number; awarded to the player who played the final card of the match. For example, three "3" cards of any color or three "blue" cards of any number played in a row constitute a match set.

Wild Cards: Wild cards assume the number and color declared by their players when played.

Continuing Play: When a set is formed, the set (play pile) is removed from play and stacked separately in front of the player to whom it was awarded. That player then starts the next round. Play continues until the draw pile is exhausted and all cards have been played. When one player runs out of cards, the other player plays all his/her remaining cards. If any sets (including busts) are formed during this final play, they are awarded as appropriate. Any final cards played that do not form a set are ignored.

Winning: Play ends when all cards in the deck have been played. The player with the most sets wins.

2. Play Strategies

Understanding the Deck: As you might guess, the number 16 is important in the game Sixteen[®]. Playing a card that hits 16 wins the set, while playing a card that busts (surpasses) 16 gifts the set to your opponent. But the numbers 9 and 2 are also pivotal. To understand why, it's helpful to know what cards are in the 54-card Sixteen[®] deck. Other than the two "wild" cards, all cards are numbered 0-6. There are two of every card (two green 6 cards, two orange 1 cards, etc.) except 0 cards, of which there is only one card per color (one green 0 card, one blue 0 card, etc.). The key: 0 cards are less common.

Nine: In many instances, playing a card that hits the number 9 is beneficial. Why? Because 9 is just out of range of 16. Even if your opponent has a 6 (the largest card in the deck) he/she can only reach 15 from 9. Moreover, because 0 cards are relatively rare, hitting 9 often forces your opponent to play a 1-6 card which will then put you in range of hitting 16 and winning the set.

Two: Like hitting 9, playing a card that hits 2 is also beneficial. For the same reasons outlined above, it often forces your opponent to play a 1-6 card that puts you in range of hitting 9. And then again from 9, your opponent may be forced to put you in range of hitting 16.

3. Optional Play Variations

Rules for Younger Players: Help younger players (especially players under age 8) avoid frustration by simplifying the rules. Do this by removing “match” sets as a possibility. This way, players only need worry about reaching 16 or busting.

Tame the game by removing the two “wild” cards from the deck. This modification can reduce the influence of luck.

Strict rules: Forget to draw a card before playing? Then play the rest of the game short a card. Forget to draw again? Now play short two cards. Forget a third time? All is not lost...you can always keep one card in your hand.

Loose rules: Forget to draw a card? No problem! When you finally do remember, just draw one from the pile and keep playing with a full hand.

Bonus rules: Did playing a card simultaneously create two Match and/or Sixteen sets (bust sets do not count)? That set then counts as two sets. Example: if a card is the third number 2 card played in a row and it also hits 16, then this counts as two sets.

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