

Cheapass Games Presents

# the CAVE

A new Pairs variant for 2-6 players  
Designed for the Deadfall deck



**Background:** Welcome to *The Cave*, a mysterious dungeon filled with dangerous monsters! In "*The Cave*," you will play cards from your hand into the dungeon, trying to defeat the monsters and bring home their treasure.

*The Cave* was designed for use with the *Deadfall* deck, but of course you can play it with any *Pairs* deck.

**Players:** 2 to 6.

**Equipment:** A *PAIRS* deck and a way to keep score.

**To Begin:** Shuffle the deck and deal a hand of cards to each player. The number of cards in the starting hand varies with the number of players, as follows:

<b>Players:</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>Cards:</b>	7	6	5	5	4

Next, deal the "Cave," a collection of five cards face up in the center of the table. Play will start on the dealer's left and proceed clockwise.

**On Your Turn:** You will play one card from your hand into the Cave. This card will capture one or more cards from the Cave, as follows:

If there are *lower* cards in the cave, your card captures the card(s) of the value that is closest beneath it. For example, if the board is **4-7-7-8-9**, and you play an **8**, you will capture both **7**s.

If no cards in the Cave are lower than your card, you capture all cards of the *highest* rank (even if that rank matches your card).

For example, if the Cave is **4-5-7-9-10**, and you play a **4** (or lower), you will capture the **10**.

The card you played goes into the Cave. Set aside your captured cards, to be scored at the end of the round.

**Refilling the Cave:** If the Cave has fewer than five cards, refill it from the deck. If the deck is ever empty, the Cave does not refill, but play continues.

**Scoring the Round:** Play until everyone has emptied their hand. Then score the game as follows:

For each rank, the player who captured the *most* cards of that rank scores one point for each. Players with fewer cards in that rank do not score.

For example, if someone captured three **10**s, and no one else had more **10**s, then that player would get 3 points. If two or more players are tied for the most cards, they each score full points.

Record your score after each round, and play one round for each player, passing the deal to the left. Then the player with the highest total score wins the game.

## Do you love PAIRS?

So do we! Come back for a new *PAIRS* game every month in 2018. More than 30 games and variations are already available in the *Pairs Companion Book*, from Cheapass Games. Look for the free PDF at [playpairs.com](http://playpairs.com).



[cheapass.com](http://cheapass.com)

**Did You Know?**  
*Deadfall* is the first *Pairs* game that doesn't include the basic *Pairs* rules. It's a super-fun bluffing game with lots of variations and great monsters!

