

# Autumn Leaves

A new Pairs game for 3 to 6 Players  
Presented by Cheapass Games



**Background:** *Autumn Leaves* is a simple game about racing to empty your hand. It was inspired by the new **Leaf Deck** by Phil Foglio, but of course you can play it with any Pairs deck.

**Note:** Points are bad, so a low score is good. Your score can even go negative, if you can empty your hand!

**Players:** 3 to 6

**You Need:** A Pairs Deck and a way to keep score.

**To Begin:** Shuffle the deck and deal a hand of seven cards to each player. Place the deck in the center of the table with space for a discard pile beside it.

**First Round:** Each player chooses one card from their hand, revealing them simultaneously. Place this card face up in front of you, as the first card in your leaf pile.

**Subsequent Rounds:** Again, each player chooses one card from their hand, revealing them simultaneously. Players will then take turns *placing* these cards on leaf piles, if they can, with the *lowest* cards acting first.

Ties for play order are broken by the cards in each player's leaf pile, starting at the top and going down if necessary. Lower cards act first, and "a card" acts before "no card." If the leaf piles are identical, which is rare, players must determine their play order randomly.

**Note:** Since leaf piles are always changing, the order of play must sometimes be rechecked after each card is placed.

**When You Place:** You must place your card somewhere if you can. It can be placed on top of a card that is *one rank higher* or *one rank lower*. For example, a 6 can be played on a 5 or a 7. You can play on any stack, including your own.

If you cannot place your card, then you must either *take it back* into your hand, or discard it and *draw a replacement*. (If the deck is empty then the hand is over.)

**Cold Snap:** A "Cold Snap" is a special case that happens when *nobody* is able to place their card. In this case, rather than the rules above, each player adds their card to the top of their own leaf pile, ignoring the sequencing rules. Note that these cards are *still placed in turn order*.

**Ending the Hand:** As soon as any player *places their last card*, or as soon as the *last card is drawn from the deck*, the hand is over. Anyone who has not placed their card yet must take it back. Scoring is as follows:

**The Winner:** This is the player who ran out of cards. She *subtracts* one point from her score for every card in her leaf pile. Scores can track into the negatives.

**Everyone Else:** All other players score the rank of the *single largest card in their hand*, minus the number of cards in their leaf pile, to a minimum of zero.

For example, if your highest card is a 9, and you have six cards in your leaf pile, then your score for the hand is 3 points. If you had only a 4 in your hand and nine cards in your leaf pile, then you would score 0, because that is the minimum.

**Final Scoring:** Track your score for six hands, and then the lowest total score wins the game.

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