



Cheapass Games Presents

Pickup

A new Pairs Game
for 2 to 6 Players



Pickup is a new Pairs game created with the holidays in mind, and modeled on the simplest family games of yore. This version features artwork from the original Fruit deck, but of course you can play Pickup with any Pairs deck.

Summary: Players play cards from their hands to pick up cards from the center of the table. Picking up a card can knock out other cards of the same rank, so the scores are always changing!

Players: 2 to 6

You Need: A Pairs deck and a way to keep score

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

Players:	2	3-4	5-6
Cards:	7	6	5

Each Round: Start each round by dealing a *pool* of five cards into the center of the table, face up.

Every player chooses one card from their hand and plays it face down. These cards are revealed simultaneously, and then they will act in order from lowest to highest.

Breaking Ties: For play order, a tie is broken by choosing the closest player *to the left of the player who acted last*. If this is the first play of this round, start to the left of the player who acted last in the previous round. If this is the first round of the game, start to the left of the dealer.

Pickups: When you act, you will *pick up* one card from the pool that is *equal to or lower than* the card you played. For example, if you play a 5, you will pick up one card rank 5 or lower. Discard the card you played, and keep the card you picked up in your *score pile*, face up.

Knockouts: When you pick up a card from the pool, you also knock out (discard) any matching cards in *other players' score piles*, as well as any matching cards that remain in the pool.

Stacking: If there are no valid pickups in the pool (or if the pool is empty), then you put the card you played directly into your score pile. This is called "stacking." This does not count as a pick-up, and nothing gets knocked out.

An Example: Two 8s were played. The pool contains **10-9-8-8**. The first 8 (who is closest to the left of the player who acted last) *picks up* one 8 from the pool. This *knocks out* the other 8 in the pool, as well as any 8s that were in other players' score piles. The pool is now **10-9**. The second player's 8 is *stacked*, because there are no legal pickups. (Stacking the second 8 does not knock out the first player's 8.)

Continuing Play: After all players have acted, discard any cards that remain in the pool. Then deal a new pool of five cards, and play another round. This continues until players have played out their hands, and then the game is over.

Winning the Game: The winner is the player who collects the most points in their score pile. Each card is worth its face value. For a longer game, you can play to a higher total score, with the winning score based on the number of players:

Players:	2	3-4	5-6
Score:	150	100	75



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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.

