AIM OF THE GAME
To get rid of your cards. You only pick up cards if you make a mistake, hesitate too long, slam last or at the wrong time - so pay attention!

GET READY
Decide the difficulty mode. For each level, you’ll need the following cards:

- **BASICS**: Number cards only
- **NEXT LEVEL**: Number + Skip + Reverse cards
- **PRO**: Number + Skip + Reverse + Bomb + Game Over + Rule cards

Shuffle and deal out all of the white-backed games cards face-down to all players - it doesn’t matter if some players start with more cards than others. Players must not look at their cards!

If playing PRO mode, shuffle the black-backed rule cards and place in a face-down pile. Insert the GAME OVER card into this pile. The further down it’s placed, the longer (and harder!) the game will be. We recommend putting it at least 5 cards down.

PLAY

**BASICS**
The first player turns over their top card while placing it in the middle and saying “0”. The next player does the same, placing their card on top of the first and saying “1”. This continues around the circle with the count increasing by one each time. When the count gets to 9 it restarts from 0.

When the count matches the number of the top card, players should slam the pile.

The last player to slam picks up the pile of cards, adds them to the bottom of their deck, and starts the next round from 0.

The first person to get rid of all their cards is the winner!
The gameplay is the same, but **Reverse** and **Skip** cards are now in the mix!

**SKIP:** When this card is played, the play skips the next player.

**REVERSE:** When this card is played, the order of play changes direction.

**PRO**

Bomb cards have no effect during the round BUT when a pile containing a **Bomb** is slammed, a new rule is drawn from the top of the rule deck and added to the game. This rule and any others added remain in play until the game ends. However, the player that lost the round may choose to use the new rule card to replace an existing one. The rules in play should be clearly visible to all players.

Players with no cards stay in the game; they must state the count, slam, and obey all rules in play. As they cannot change the top card, players do not have to wait for them to state the count before slamming.

The game ends when the **GAME OVER** card is drawn from the rule deck. There are no winners, but the player with the most cards loses!

**THE SMALL PRINT**

Two-player games in **NEXT LEVEL** or **PRO** mode should start with the “Total Reversal” rule card in play.

With 6 or more players, we suggest combining two Slam It decks!

There’s no penalty for missing an opportunity to slam because another card has already been played. Just play on, and keep your eyes peeled!

If multiple players slam incorrectly then the player that slammed first gets the cards.

For the purpose of Slam It, 0 is one higher than 9, 9 is one less than 0, and black is a colour. Simple, right?

Symbols include Numbers, Skips, Reverses, and Bombs.

Some rules (like ‘Simply Red’ and ‘No Four’) change what the players say, but not what the count is - so pay attention!

Be warned - the rules are designed to interact with each other, creating a minefield for the players to navigate through!

In the case of confusion or contradiction, use your own judgement.

**THINK YOU RULE?**

Feel free to customise Slam It with house variations on your favourite rules - we’ve even thrown in two blank rule cards for you to write your own. If you think your rules are the bee’s knees, send them in to hello@johnadams.co.uk and they could be included in any game updates.