

# KENTUCKY QUICK MATCH!

**Materials:** Kentucky Aquatic Wild Cards (both decks)

**Number of Players:** up to 10

**Rules:**

1. The youngest player may be the dealer. The dealer shuffles all the cards together, including the jokers, and then deals out seven cards to each player. The remaining cards form a draw pile that should be placed face down within easy reach of all players.
2. Turn the top card of the draw pile over to form the discard pile.
3. Play proceeds clockwise, starting with the person to the left of the dealer. When it's your turn, place one of your cards on the discard pile. Your card must be from the same ecosystem (i.e. the same color) or be the same type of organism (i.e. mammal for a mammal, plant for a plant) as the top card of the discard pile.
4. Draw a card if you cannot discard. Play the drawn card if you can. If you can't, it's the next person's turn.
5. When playing a wild card, announce an ecosystem when you place the card on the discard pile. The next player must then continue play using that ecosystem. You can play a wild card any time it's your turn and can name any ecosystem you wish.
6. When you play a Joker, the player after you must draw four cards from the draw pile before making her/his play. Announce an ecosystem when you place a Joker card on the discard pile. The next player must then continue play using that ecosystem.
7. When you only have one card remaining in your hand, you must announce "last card" to the other players. If you don't announce "last card", and the other players catch you, you must draw two extra cards from the draw pile.
8. The first player to place all of their cards on the discard pile wins!