

Paper Toss!



Rules Card #1

2 to 6 players | 15 to 30 minute play time | Ages 5 and up

Setting UP The Game

Shuffle the blue 60-card **Paper** deck, and the green 40-card **Toss** deck, and put them both face down on the table within reach to all players, then everyone draws 5 cards from the **Paper** deck, (if you ever get to the bottom of either of these decks, simply shuffle the discarded cards back in).

Gather some small objects to use as **Paper Tokens** (coins or beads work fine), you'll need 10 for each player, but no one has any when the game starts.

The youngest player always goes first, and play continues clockwise from that player for the rest of the game.

On Your Turn

First, if you want, you may discard any number of cards from your hand (put them face-up next to the **Paper** deck).

Then, if you have fewer than 5 cards in your hand, draw cards from the **Paper** deck until you have 5.

Next, if you have a **Paper Toss** card in your hand, you may play it now (only once during each of your turns).

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Rules Card #2

2 to 6 players | 15 to 30 minute play time | Ages 5 and up

Starting the Paper Toss

When you play a **Paper Toss** card, any other player may play a **Hazard** card from their own hand, if they have one. If you have a matching **Counter** card, you may play that card to cancel the matching **Hazard**.

Hazard		Counter
Dog	<	Food
Kid	<	Trick
Obstacle	<	Remedy
All Hazards	<	Shortcut

Any player may play any number of **Hazards**, if you keep playing **Counters** to stop them, but each **Hazard** should be played and **Countered** one at a time. When all **Hazards** have been played or **Countered**, you may now see where your **Paper Toss** landed.

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Rules Card #3

2 to 6 players | 15 to 30 minute play time | Ages 5 and up

Resolving the PAPER Toss


If nobody played any **Hazards** for your **Paper Toss**, or you **Countered** them all, the next step is simple. Just turn over the top card of the **Toss** deck, and do what it says.

However, if a **Hazard** was played, and you did NOT play a **Counter**, then the player who played the **Hazard** turns over the top TWO cards from the **Toss** deck, then chooses one of his or her choice, and you do what THAT card says.

Once your **Paper Toss** is resolved, your turn is over, and the player to your left begins their turn.

Paper Tokens



On the cards, this is the symbol for **Paper Tokens**: , but you can use any countable objects to represent **Paper Tokens**. Many cards will make you gain or lose **Paper Tokens**.

The first player to collect 10 **Paper Tokens** wins the game!

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Rules Card #4

2 to 6 players | 15 to 30 minute play time | Ages 5 and up

credits

Design

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Rules card #5

2 to 6 players | 15 to 30 minute play time | Ages 5 and up

The Toss cards



If you turn over **Good Throw**, you gain 1 **Paper Token**.



If you turn over **Perfect**, you gain 2 **Paper Tokens**.



If you turn over **Bad Throw**, you get nothing.



If you turn over **Window**, you lose 1 **Paper Token**.



If you turn over **Sprinklers**, you gain 1 **Paper Token** only if you discard a second **Paper Toss** card from your hand.

Paper Toss!



Rules Card #6

2 to 6 players | 15 to 30 minute play time | Ages 5 and up

The SPECIAL cards



Shortcut is a **Counter** card that can be played against any **Hazard** card, and works the same way as other **Counters**.



Energy Drink can only be played if you played **Paper Toss** and no one played a **Hazard**, or you **Countered** them all. You turn over the top two cards from the **Toss** deck, choose one, then do when it says.



Bully may be played at any time. You choose a player, and that player loses one **Paper Token**.



Flat Tire may be played at any time. You choose a player, and that player skips their next turn.