



99BLAST RULES

PLAYERS: 2-5/Deck **AGES:** 6+

OBJECT: Not to be the person who takes the running count above 99.

SINGLE HAND PLAY:

- Each person is dealt three (3) cards. The player to the left of the dealer plays first putting a card in the discard pile and clearly stating the amount shown. For example if the player places a 9 down, they would say "Nine" to the group.
- After placing their card the player should immediately pick up one (1) replacement card from the pile. If the next player takes his/her turn and you forfeit chance to get a replacement card
- The second player follows the same process, placing a card down and stating the running count. A playing adding a 3 to running count of 9 would say "twelve."
- Play continues until any given player is forced to take the count above 99. He or she would then lose the hand.

BLAST CARDS: Use at discretion based on age/skill level of players.

99 CARD:

Takes to or holds running count at 99.



REVERSE CARD:

Changes direction of play and holds running count.



X2 CARD:

Holds running count and forces next player to play two cards. A replacement card may be chosen after the first card is played.



SKIP COLOR CARD:

Holds running count & players cannot play the color of the skip card until play returns to the player who first placed it.



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FULL GAME PLAY:

Using the basic rules described in the Single Hand Play rules, Individuals have flexibility to make 99blast fun at whatever age.

Some examples:

- Each player starts with 3 tokens, candies, or poker chips. After each single hand, the losing player adds their token/candy/chip to the pot. Once that player is out of things to add, he or she is out of the game and play continues with those who are left. Last player with items wins the pot.
- Instead of tokens listed above, players can each start with any agreed denomination of money.
- Replace tokens with your favorite “beverage.” Losing players would need to empty their glass. Just don’t get “Blasted!”
- Tell us your ideas at 99blast.com