

GRID#LOCK RULES

2 - 6 PLAYERS, AGES 8 +

OBJECT OF THE GAME:

Score the highest number of points by creating the best THREE (3) CARD COMBINATIONS possible within your OWN grid.

GAME SETUP:

1. Choose a DEALER to shuffle and deal the cards.
2. Shuffle the 108 numbered, 9 WILD (#), and 3 GRID#LOCK cards together.
3. Deal nine (9) cards to each player. DO NOT LOOK at your cards!
4. Place the remaining cards FACE down to form a center Draw Pile.
FLIP the TOP draw card FACE UP to create a center Discard Pile.
5. Form your OWN 3x3 GRID in front of you with your nine (9) cards.
EVERYONE flips over ANY SINGLE CARD in their OWN GRID to start.
6. Play begins CLOCKWISE from the dealer's left.
7. The DEALER of the next round is the player to the LEFT of the previous DEALER.

ON YOUR TURN:

Choose the TOP CARD from EITHER the Draw Pile or the Discard Pile:

- If you choose the card from the Discard Pile you must replace any card in your grid (FACE UP or DOWN) with it. Then place your old card FACE UP on TOP of the Discard Pile.
- If you choose a card from the Draw Pile and you want to play it, replace any of your grid cards (FACE UP or DOWN) with it. However, if you do NOT want it, discard it, and FLIP over one (1) of your remaining FACE

DOWN cards so it is FACE UP in your grid. If ALL your cards are FACE UP already, you do not flip anything.

- If you flip over a GRID#LOCK card, the row and/or column it is pointing to when you orient it the correct way, gets locked for your NEXT TURN and you can NOT replace any of those cards. AFTER YOUR NEXT TURN, you may replace those affected cards again.
- When three (3) of your cards in a row or column make ANY possible combination, you MUST remove them IMMEDIATELY, whether or not you WANT to eliminate them.
- *AFTER you eliminate your first row/column, you MUST continue to eliminate the other two (2) rows/columns in the SAME DIRECTION for the remainder of the current round.*

POSSIBLE COMBINATIONS:

Also, watch out for the card's color!

3 CARD RUN -

THREE consecutive numbers in a row/column in EITHER DIRECTION

3 CARD SET -

THREE of the same number in a row/column

WILD # SETS/RUNS -

1 WILD (# ? ?) - mimics ANY card to complete ANY run/set combination

2 WILDS (# # ?) - automatically counts as 10 points regardless of the third card

3 WILDS (# # #) - automatically counts as 12 points

GRID#LOCK CARDS:

- What are they? Three (3) cards adding an extra level of difficulty to the game that allow limited play by a player with an affected grid.
- If/When a GRID#LOCK card is in your grid, it LOCKS the row and/or the column it is pointing to when oriented correctly and must remain there for ONE FULL TURN until it can be replaced and put on TOP of the Discard Pile.
- The cards NOT in the same row and/or column (if any) may still be replaced/revealed during your current turn.

- Multiple rows/columns may be blocked from play if you have two (2) or three (3) GRID#LOCK cards showing in your grid.

GRID#LOCK CARD PLAY EXAMPLE:

1. A GRID#LOCK card is revealed in your grid. (current turn)
2. On your next turn, the GRID#LOCK card blocks any play (and elimination*) in the row/column of the direction the arrows face.
3. On the following turn, the GRID#LOCK card may be replaced.

*If the card you play completes a set/run that would eliminate, but is currently blocked by a GRID#LOCK card, it WILL eliminate on your next turn.

ENDING THE ROUND:

- Your set/run is AUTOMATICALLY completed/eliminated when you get the specific combinations outlined in the SCORING CHART below.
- The FIRST player to eliminate ALL nine (9) of their grid cards gets an additional six (6) points, and ends the current round.

NOT 1, BUT 2 LAST TURNS:

- AFTER the first player goes out, ALL remaining players FLIP ALL of their FACE DOWN cards FACE UP* and get TWO (2) more turns to try and score points. *ANY combinations eliminate AUTOMATICALLY and DO NOT count as a turn.
- Start with the player to the LEFT of the player who eliminated all of their cards first.
- On your turn, if you do not want the top card of the Discard Pile, draw the top card of the Draw Pile, if you do not want that card either, discard it and play continues to the next player.
- Each player takes two (2) more turns to complete the round. Refer to the SCORING AND COMBINATION GUIDE below on how to score uncompleted rows/columns and WILD cards left unused.

SCORING:


Refer to the attached SCORING AND COMBINATION GUIDE for reference.

WINNING THE GAME:

- Each round ends when the first player eliminates ALL nine (9) of their cards from their grid.
- After all other players take their two (2) remaining turns, each player adds up the points of their completed combinations for that round.
- Keep a cumulative total of all player's points.
- Depending on your amount of time, decide how many rounds to play.
- Once the predetermined number of rounds are played OR a player's score reaches one hundred eleven (111) points, the player with the highest score wins the game overall.

HINTS AND TRICKS:

1. To start out, you should try to build your combinations in both directions.
2. When the first player has eliminated all of their cards, it is best to take whatever cards will score ANY combination, regardless of the value. This is to avoid the -2 point penalty for having an uncompleted row/column.
3. Strategy should be considered when determining the best card location to obtain the highest point value for each combination and to avoid any unwanted row/column elimination.
4. Keep in mind, there are only three (3) of each number in each color.
5. Wilds (#) and GRID#LOCK cards may be hidden in your grid.
6. Watch out for your discard, as it could be 'the card' the next player needs.
7. Use the box as a "Turn Indicator" that way you don't lose track of who is up next in rotation.

GRID#LOCK SCORING AND COMBINATION GUIDE		
2 PTS	248	THREE CARDS OF ANY NUMBER AND SAME COLOR ONE WILD CARD COMPLETES COMBO
4 PTS	123	THREE CARD RUN / CARDS IN A ROW NOT SAME COLOR ONE WILD CARD COMPLETES COMBO
6 PTS	444	THREE CARD SET / CARDS SAME NUMBER NOT SAME COLOR ONE WILD CARD COMPLETES COMBO
8 PTS	567	THREE CARD RUN / CARDS IN A ROW SAME COLOR ONE WILD CARD COMPLETES COMBO
10 PTS	88#	ANY TWO CARDS SAME NUMBER AND SAME COLOR 1 OR 2 WILD CARDS COMPLETES COMBO
12 PTS	###	ANY THREE WILD CARDS PLAYED IN A ROW / COLUMN
24 PTS	999	THREE CARD SET / CARDS SAME NUMBER AND SAME COLOR (NO WILDS)
+6 PTS	EXTRA POINTS FOR BEING THE FIRST PERSON TO ELIMINATE ALL 9 OF THEIR CARDS	SCAN FOR RULES 
-2 PTS	875	FOR EACH ROW OR COLUMN LEFT OPEN AT THE END OF EACH ROUND
-2 PTS	1#4	FOR EACH WILD CARD LEFT IN PLAY AT THE END OF EACH ROUND

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Q & A:

How long does each round take? 10-30 minutes on average.

What do I do with my THREE CARD combination eliminations? Place the three cards FACE UP in order of their respective combination next to your grid.

What does it mean to 'go out'? You eliminated THREE specific combinations. If you 'go out', you should have THREE clusters of THREE card combinations.

How do I determine my round's total score? ADD up your number of completed combinations' point values and SUBTRACT any of your uncompleted rows/columns (if any) from your previously calculated total.

Are ALL combinations displayed on the SCORING CHART? NO, you must determine whether or not the specific combination qualifies for the points earned.

Can my set/run be read forward or backwards? YES, direction doesn't matter.

Can a run be out of order? NO, CONSECUTIVE runs only.

May I play/eliminate diagonally? NO, rows or columns only.

How many of each card is there? 3 OF EACH NUMBER: 1-9 in EACH of the 4 colors = 108, 9 WILDS and 3 GRID#LOCK cards = 120 total playing cards.

Are double eliminations allowed? NO, CHOOSE the ONE you want to score.

Do we HAVE to use the GRID#LOCK cards? NO, but they make the game more challenging.

What happens if you draw a GRID#LOCK card? You must discard it immediately and flip over a FACE DOWN card FACE UP in your grid.

What happens if a GRID#LOCK card is on TOP of the Discard Pile? It MUST stay there, as you CANNOT pick it up and play it into your grid.

What happens if a single GRID#LOCK is revealed in your LAST remaining row/column and the first player has eliminated ALL of his/her grid cards? You LOSE your current turn and may replace it on your next turn.

What if it's my LAST turn and there are 2 or 3 GRID#LOCK cards in my grid? You are out of luck and get NO more moves to eliminate any cards.

This ONLY applies if/after someone has 'gone out' first.

How do I score a GRID#LOCK card LEFT OPEN in my grid? -2 pts for each.

Do we have to play with the WILDS? NO, however, gameplay will be harder.

What is... the average score per round? 12, ...the highest? 78.

Can you play in teams? YES, adjust your seating arrangements accordingly, determine which grid you are playing on during each turn, and add your collective points together for each round completed. The highest duo or trio's sum WINS!

Can I play with more than 6? YES, add TWO DECKS together for up to six additional players equaling 12 total players. YES, 18 is possible with 3 decks.