

## **“LEVEL UP” Rules**

1. **“LEVEL UP”** is best played with 2-3 players using a standard 52-card deck.
2. The goal of each hand of **“LEVEL UP”** is to be the first player to make a qualifying hand.
3. Qualifying hands consist of any combination of the following:
  - a. 3-of-a-kind or greater
  - b. 5-card straight or greater
  - c. 5-card flush or greater
  - d. 3-card straight flush or greater
4. All players begin the game on ROUND 3. The ROUND each player is on signifies the number of cards dealt to that player. The rest of the deck is placed in the center with 1 card flipped over. This is the discard pile.
5. It is suggested to keep a notepad listing each player’s current ROUND, as well as to use a trinket to designate the current dealer.
6. The dealer will alternate clockwise with each hand dealt. The player to the left of the dealer goes first, picking the top card from the discard pile, or drawing from the top card of the deck. They must then discard one card onto the top of the discard pile.
7. Play continues until one player lays down their qualifying hand.
8. You cannot lay down your qualifying hand until it is your turn. Your turn ends as soon as the player to your left picks from the discard pile or draws from the deck.
9. Only the player that makes a qualifying hand will advance to the subsequent ROUND on the next hand dealt. The remaining players will repeat their ROUND.
10. The rank matching each player’s ROUND, is a wild card for them and may be used as any rank and any suit. (For example: If you are on ROUND 4, then 4’s are wild; ROUND 12 = Queens are wild).
11. The first player to lay down a qualifying hand in ROUND 13 wins **“LEVEL UP”**!
12. If you lay down a qualifying hand containing a 5-card or better straight flush—WITHOUT IT CONTAINING A WILD CARD—you advance 1 additional ROUND. (For example: In ROUND 5, you would advance to ROUND 7; in ROUND 12, you’d win **“LEVEL UP”**!)
13. If you run out of cards in the deck to draw from, the top card of the discard pile remains there. The rest of the discard pile is reshuffled to become the deck to draw from.
14. If no cards are picked up from the discard pile after 2 consecutive reshuffles, the hand ends in a stalemate.
15. As more players take part, you will be forced to decrease the number of ROUNDS to determine a winner. Otherwise, you risk hands frequently ending in a stalemate.
16. Fewer ROUNDS will also decrease the expected duration of a 2-3 person game. As will adding a JOKER to the deck to serve as an addition wild card.

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