



# Autumn Leaves

A discarding game for 3 to 6 Players

**Autumn Leaves** is a simple game about the changing of the seasons, and racing to empty your hand. It was inspired by Phil Foglio's **Leaf Deck**, but of course you can play it with any Pairs deck.

**Note:** Points are bad, which means a low score is good. Your score can even be negative, if you manage to empty your hand.

**Players:** 3 to 6

**You Need:** A Pairs deck and a way to keep score

**To Begin:** Shuffle the deck and deal a hand of seven cards to each player. Place the deck in the center of the table with space for a discard pile beside it.

**First Round:** Each player chooses one card from their hand, and all these cards are revealed simultaneously. Place this card face up in front of you, the first card in your *leaf pile*.

**Subsequent Rounds:** Each player chooses one card from their hand, revealing them simultaneously. Players will take turns *placing* these cards on leaf piles, if they can, with the lowest cards acting first.

Ties for play order are broken by the cards in each player's leaf pile, starting at the top and going down. Lower cards act first, and "a card" acts before "no card." If the leaf piles are identical, which is rare, players must determine their play order randomly.

**Note:** Since leaf piles are always changing, the order of play must sometimes be rechecked after each card is placed. This means after every play, you should check the table to determine who will go next.

**When You Place:** You must place your card somewhere on the table, if you can. A card can be placed on a card that is *one rank higher or one rank lower*. For example, a 6 can only be placed on a 5 or a 7. You can place on any stack, including your own.

If you cannot place your card, then you must either *take it back* into your hand, or *discard it* and draw a replacement. (If the deck is empty, then the hand is over.)

**Cold Snap:** A “Cold Snap” is a special round that happens when *nobody* is able to place their card. In this case, rather than the rules above, each player adds their card to the top of their own leaf pile. Note that these cards are *still placed in turn order*, because of the possibility that one of these cards might end the hand

**Ending the Hand:** As soon as any player *places their last card*, or as soon as the *last card is drawn from the deck*, the hand is over. Anyone who has not placed their card yet on this round must take it back into their hand.

### Scoring the Hand:

**The Winner:** This is the player who ran out of cards. She *subtracts* one point from her score for every card in her leaf pile. Scores can track into the negatives.

**Everyone Else:** All other players score points equal to the rank of the *single largest card left in their hand*, minus the number of cards in their leaf pile, to a minimum value of zero.

For example, if the highest card in your hand is a 9, and you have six cards in your leaf pile, then your score for the hand is 9 minus 6, or 3 points. If your highest card was a 4, then you would score 0 points, because that is the minimum for anyone except the winner of the hand.



**Final Scoring:** Track your scores for six hands, and the lowest total wins the game.