

STACK™ Official Rules

EASY TO LEARN. HARD TO MASTER.

2-8 PLAYERS · AGES 7+ · 10-30 MIN · 142 CARDS

Objective

Be the first player to empty your hand through valid plays, building STACKs and using Special Cards.

Setup

Shuffle the deck and deal 7 cards to each player. Place the remaining cards face down to form the Draw Pile. Turn over the top card to start the Discard Pile. If it is a Special Card, return it to the Draw Pile, shuffle, and reveal another card until a Number Card appears. The player to the dealer's left goes first. Play begins clockwise.

On Your Turn

You may make a valid play or choose to draw 1 card, even if you already have a playable card in your hand. After drawing, you may play the card you just drew, use it as part of a valid STACK, or end your turn. Cards that were already in your hand may only be played after drawing if they are part of that STACK.

Number Cards and STACK

A Number Card may be played if it matches the Active Color or has the same number as the Active Card, even if it is a different color. A STACK is a sequence of at least two Number Cards of the same color played during a single turn. Before starting, say "STACK". The first Number Card must have the same number as the Active Card. Its color may differ from the Active Color. The second Number Card must be exactly one number higher or lower than the first and determines the direction for the rest of the sequence. Continue one number at a time in the chosen direction.

A normal STACK may wrap between 9 and 0.

Ascending example: 8 → 9 → 0 → 1

Descending example: 2 → 1 → 0 → 9

Colored Special Cards

STOP, REVERSE, and +2 are Colored Special Cards. They may be played if they match the Active Color. Special Cards of the same type may be played on top of each other regardless of color. After a Colored Special Card is resolved, its color becomes the Active Color and normal play continues.

STOP

The next player loses their turn.

REVERSE

Reverses the direction of play.

+2

The next player must draw 2 cards or respond with a +2 or +4. Each response adds its penalty to the total.

Gray Special Cards

+4, STEAL, CHAMELEON, MIRROR, and STACK MASTER are Gray Special Cards and may be played on any card. Any card may be your final card, provided it is played legally.

+4

Choose the new Active Color. The next player must draw 4 cards or respond with another +4. A +2 cannot be played in response to a +4. Each response adds its penalty to the total.

Receiving a Penalty: If a player receives a +2 or +4 penalty, they draw the total number of accumulated penalty cards and lose their turn.

CHAMELEON

Choose the new Active Color.

MIRROR

Copies the previous card.

STEAL

Choose any opponent with more than 1 card. Take 1 random card from that player's hand without looking, then choose the new Active Color. If this leaves that player with only 1 card, they do not need to say "STACK".

STACK MASTER

STACK MASTER may be played on any card. Before playing it to start a sequence, say "STACK". STACK MASTER itself starts and counts as part of the sequence, so only 1 Number Card is required after it to create a valid STACK MASTER sequence. The first Number Card played after STACK MASTER may be any number and any color. Additional Number Cards must continue one number at a time, in ascending or descending order. Colors may be mixed. The sequence is limited to numbers 0 through 9 and cannot wrap around: $9 \rightarrow 0$ and $0 \rightarrow 9$ are not allowed. The color of the last Number Card becomes the Active Color. If STACK MASTER itself is your final card, it may be played alone.

Empty Draw Pile

If the Draw Pile runs out of cards, leave the Active Card on the Discard Pile. Shuffle all other cards from the Discard Pile and place them face down to form a new Draw Pile.

CATCH

Say "STACK" before starting a normal STACK or STACK MASTER sequence, or when you have two cards in your hand and are about to play one of them, leaving you with only one card. If a player fails to say "STACK" when required, any opponent may call "CATCH" while the play is still in progress. The opportunity to call CATCH ends when

the final card of that play reaches the Discard Pile.

1. **Single-Card Play:** If a player has two cards in hand and plays one without saying "STACK", the play is canceled, the card returns to their hand, and the player draws 2 cards.
2. **STACK or STACK MASTER Sequence:** If a player starts a sequence without saying "STACK", the sequence is canceled, all cards played during that attempt return to their hand, and the player draws 4 cards.
3. Penalties apply only if an opponent calls "**CATCH**" within the allowed opportunity.

Victory

A player wins immediately after completing a valid play that leaves them with no cards.



Key Terms

- **Active Card:** The last card played.
- **Active Color:** The color currently in play.
- **Draw Pile:** The face-down pile from which players draw cards.
- **Discard Pile:** The pile where cards are played.