

## Rules of Top Trumps

This is a game for two or more players.

The object is to win all the cards.

In this case, the pack will be made up from each player's pack of fact cards (e.g. 3 players: 3 x 18 cards).

Each card has 4 attributes or capabilities: strength, agility, size and sociability with numerical values.

All the cards are dealt and the players hold their cards in a face-up pile, so that they can see their first card only and the other players cannot see their card.

The starting player, usually the player to the left of the dealer, chooses one attribute e.g. agility.

Everyone then reads out the value of that attribute on their first card and whoever has the highest wins all the first cards and places them at the bottom of their pile.

Whoever won these cards then chooses an attribute to read from their next card and again the highest wins and has the next turn.

When there is a tie for the highest value of an attribute, all players place their top card in the middle and the turn stays with the same player who chose that attribute. The next player who wins cards also collects the pile of cards from the middle.

The game continues until one person has won all the cards.