



Game Rules

1/3

ACTION GAME

AIM OF THE GAME: To get rid of all your cards as soon as possible.

GET READY: Play the game with all cards. First shuffle the cards and then deal 5 cards to each

player. Put the remaining cards in a pile face-down, turn the top card over and place it next to the pile. This card will be the first card of the face-up pile. Youngest player starts.

HOW TO PLAY: The player whose turn it is must play a card with the same colour, number or symbol as the face-up pile. When a card with a symbol is played, the action related to that symbol must be performed. Next player continues.

When no card can be played, the player must take the top card from the face-down pile. If that card matches it can be played, if not the turn moves on to the next player.

Continue clock-wise until a player has only one card left.

Before playing the last card, the player needs to shout "BIG HERO 6!". If the player forgets to do so and the other players notice the player must take 2 cards from the face-down pile and continue play.

THE WINNER: The first player with no cards left wins the game.



If you play this card, you get an additional turn.



If you play this card, you can exchange all of your cards with a player of your choice.



If you play this card, then the next player has to draw an additional card.



If you play this card, the direction of play changes.

ACTION GAME SNAP

AIM OF THE GAME: Be the player in the end with all the cards.

GET READY: Play this game with all cards. 2 to 4 players sit in a circle facing each other. Shuffle the cards and deal them face down to each player. It does not matter if players do not receive all the same number of cards. Each player places their cards in a face down stack without looking at them.

HOW TO PLAY: The player to the left of the dealer starts. He/she takes the top card from their stack and places it face

up next to the rest of their cards. The player to their left ^{2/3} goes next, game continues. Be on the lookout for a card of the same rank as another face up card. When you see two cards that match be the first player to yell out "Big Hero 6!". The first player to yell out takes the piles of the matching face up cards and adds them face down to the bottom of their stack. Play continues with the player to the left of the player who turned up the matching card.

If any players get excited and shout out at the wrong time they must give each player one of the cards from their stack. If a player runs out of cards in their face down stack they simply flip over their face up stack and continue. Any player that completely runs out of cards is out of the game.

THE WINNER: The player who collects all the cards is the winner.

PAIRS GAME

AIM OF THE GAME: The object of the game is to win the most pairs (2 identical cards).

GET READY: Take 2 cards out of each family. Cards are shuffled and without being seen are laid face down on the table.

HOW TO PLAY: A randomly chosen player starts; the others follow playing clockwise. In turn, each player turns over 2 cards. If a player turns over 2 identical cards, they keep the cards and continue. If they turn over 2 different cards then they are replaced, face-down, then it's the next players turn. Game continues until all the cards on the table have been taken.

THE WINNER: The player with most pairs wins.

DOUBLE PAIRS GAME

AIM OF THE GAME: Object of the game is to win the most double pairs (4 identical cards).

GET READY: Play the game with all cards. Cards are shuffled and without being seen laid face down on the table.

HOW TO PLAY: A randomly chosen player starts; the others follow playing clockwise. In turn, each player turns over 4 cards. If a player turns over 4 identical cards then they keep them and continue turning 4 more. If they turn over 4 different cards then they are replaced, face-down, and then it's the next players turn. The game continues until all the cards have been taken.

THE WINNER: The player with the most double pairs wins.