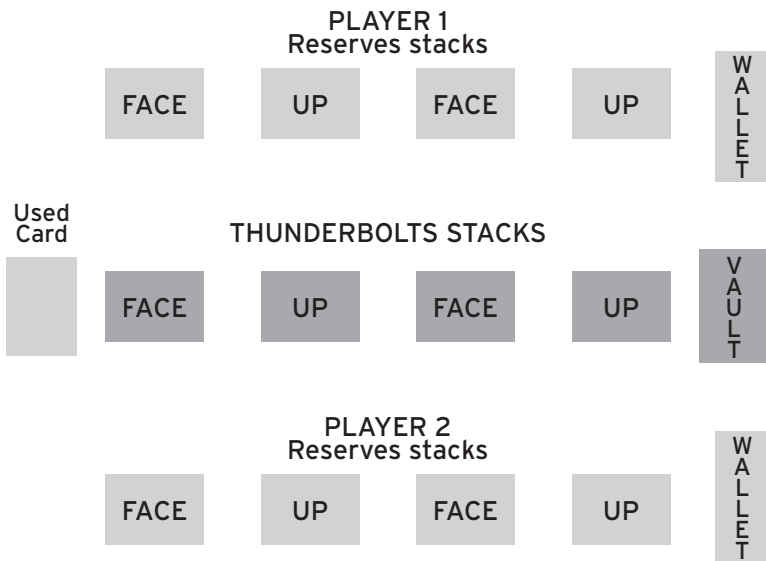




IN THE BOX

Instruction leaflet

Cards: T x12, H x12, U x12, N x12, D x12,
E x12, R x12, B x12, O x12, L x12, S x12

THUNDERBOLTS wild cards x24

All Playing cards = 156

A further x44 5 points scoring cards

Grand Total 200 cards



**Card
Game**

Thunder bolts

INSTRUCTIONS

Read **ALL** Instructions
Before Playing

**2-4
Players**



THE OBJECT

Be the player with the greatest number of points. 5 points are awarded for completing a THUNDERBOLTS stack. 10 points are awarded for emptying the WALLET. The game ends when a player empties their WALLET.

SETUP

Shuffle the deck and deal cards to each player face down.

2 players 30 cards each

3-4 players 20 cards each

These form each players WALLET.

The remainder of the deck is the VAULT.

During the game up to a maximum of 4 THUNDERBOLTS stacks may be created and used by all the players in the middle of the playing area.

These stacks spell out THUNDERBOLTS from the bottom to the top.

Players will also create their own RESERVES stacks (maximum of 4) placed in front of them. These will be face up, visible to all players, however only usable by the creating player.

1

STARTING AND PLAYING THE GAME

Each player turns over the top card of their WALLET for all to see.

Starting with the first player next to the dealer, 5 cards are drawn from the top of the VAULT forming their HAND.

This player starts to build or add to THUNDERBOLTS stacks from their HAND, RESERVES or WALLET in any order they wish. The player may choose not to play all available cards.

Play ends with a card from their HAND being placed into one of their RESERVES even if this is the only card left in their HAND.

Play then passes to the next player, to draw 5 cards.

All subsequent turns begin with cards being drawn making the HAND total back up to 5 cards.

2

RULES

THUNDERBOLTS wild cards have the lightening bolt graphic. They can be used in place of any card.

A wild THUNDERBOLTS card **must** be used for the second "T" in the THUNDERBOLTS stack.

If a wild card is available on the top of any THUNDERBOLTS stack during a play it can be exchanged with the correct Letter card it was replacing.

The exchange card can come from either a player's hand or from the top of their RESERVES or WALLET.

Whenever a WALLET card is played, the next card should be turned over and is then also available in that play.

When a players hand has left a "played" card then the card is played, they can not recall or undo the move.

The top card of the WALLET stack can be played as many times as it is possible to place the card onto a THUNDERBOLTS stack.

3

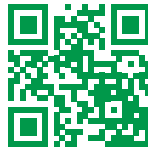
If a player uses all 5 cards in their HAND in a single play then they will immediately take another 5 cards from the VAULT and continue to do so until they do not play all 5. Placing the last card of their HAND into their RESERVES does not count as using all 5 cards in a single play.

A player may place any **top card** from any of their RESERVES stacks onto any available space on the THUNDERBOLTS stacks.

The stacked order of RESERVES stacks can not be altered, except by placing a card on top or by playing a card from the top onto the THUNDERBOLTS stacks.

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A4 INSTRUCTION
SHEET AVAILABLE



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