

GIVE ME CHANCES™ – QUICK RULES

OBJECT

Be the first player to spell **CHANCES**.

You win by collecting the 7 letters—or if your opponent runs out of cards.

WHAT'S IN THE DECK

56 cards total:

- 28 Letter Action Cards
 - 7 Missed Chance Cards
 - 7 Second Chance Cards
 - 7 Letter / Chance Cards
 - 7 Wild Chance Cards
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SETUP

1. Shuffle the deck.
 2. Deal each player **5 cards**.
 3. Place remaining cards face down as the draw pile.
 4. Leave space for a discard pile.
 5. Lay out your cards face up.
 - Put any letters in order to form **CHANCES**, leaving gaps for missing letters.
 - Stack non-letter cards separately.
 6. Youngest player goes first.
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YOUR TURN

1. **Draw** the top card of the deck.
 2. Decide to:
 - **Keep it**,
 - **Exchange it** with one of your face-up cards, or
 - **Discard it**.
 3. **You must discard exactly one card every turn.**
 - If the discarded card has an action, you must **read it aloud** and **perform the action**.
 4. End your turn.
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SPECIAL RULES

Action Transparency

All discarded cards must be announced aloud so the correct action is always clear.

Deck Empty?

Shuffle the discard pile to form a new deck.

2-Player Rule

If a card says “left” or “right,” both mean **the other player**.

WINNING

You win immediately if:

- You spell **CHANCES**, or
- Your opponent runs out of cards.

If both players complete CHANCES in the same round, the winner is the one whose turn came first.

