

9 STAX



GAME SETUP

Each player selects a set of colored disks numbered 1–9. These should be placed on the table in front of the player with enough space between them to place a stack of cards in front of each disk (see below).

Divide the cards among the players so that each player can deal 4 cards into 9 stacks, 1 stack in front of each of the numbered disks. All remaining cards are placed in the center of the table as the draw stack. Players may not look at the cards once they are dealt. As cards are played, they are placed in a discard pile next to the draw stack.

Each player receives 1 Immunity tile to be placed face-up on the table in front of the player. When played, the Immunity tile will be flipped to the game logo side to indicate that it has been used.

Place the Direction disk near the center of the table. The starting direction of play will be clockwise, though the direction of play may be changed throughout the game by playing the Reverse card (see “Direction of Play Disc” below).



GAMEPLAY

All players will begin with stack #1. The starting player will be the one who finished dealing their 9 stacks first, and they may play any card from stack #1. The first card will determine the active color and the first action of the game.

As cards are played, the following rules apply:

- Players must match either the color or the number/text of the active card.
- When an action card is played, the instructions on the card will determine the action taken.
- When a numbered card is played, all players must switch to the stack matching that number (i.e., if a blue 7 is played, all players will switch to their stack #7 and the active color will be blue). As stacks are eliminated, a player does not need to switch stacks if they no longer have a stack of that number. They stay on the stack they are holding.
- If a stack is eliminated, the player will move all their stacks down to fill the gap and then restart in stack #1. If the last card played in a stack is an action card, the player should return to stack #1 and then complete the instructions of the action card.
- If a player cannot play a card on their turn, they must take one card from the draw pile. If they can play the drawn card, they may do so. If not, it goes into their active stack and their turn is over.
- You are not required to play a card on your turn – even if you have one in your hand that can be played. You may choose to draw a new card instead.

- Players can only look at the active stack in their hand. They cannot inspect other stacks, even when playing a Free Discard or Swap card.

WINNING THE GAME

The goal of the game is to eliminate the cards in all 9 of your stacks. It is possible to have more than 9 stacks on the table at one time or to have new stacks added once you have eliminated stacks (see “Attack card” description and/or the “Penalties” section). The first player to discard their last card, without any stacks remaining, is the winner.

PENALTIES

If a player does not switch to the correct stack when a number card is played, and instead plays from the previous active stack, they must retrieve the card they played and are assessed a penalty requiring them to draw a card and create a new stack. The player may not look at the card they draw. The drawn card will become a new stack next to the player’s highest numbered stack (i.e., if the highest stack is 7, the drawn card will become stack 8). Play resumes with the next person in order and the penalized player loses their turn.

The penalty is the same for a player who plays the wrong color card, plays out of turn, or does not match the number or action of the active card.

OTHER

If the draw stack is depleted, reshuffle the discard stack and create a new draw stack.

The cards are designed to accommodate individuals who may have difficulty distinguishing between colors on the cards. Each card color is associated with a geometric shape behind the number or text.

- Red - circle
- Green - hexagon
- Blue - square
- Purple - diamond

The Free Discard and Color Shift cards, being unique, do not have geometric shapes assigned to them.

IMMUNITY TILE

The Immunity tile can be played at any time, regardless of whose turn it is, to avoid the results of a card that has been played against you. When the Immunity tile is played, the player must state they are taking immunity and will turn the tile face down on the table. A player can only play their Immunity tile once per game. Immunity cannot be used to block another player's use of their Immunity tile.

DIRECTION OF PLAY DISK

This disk, which has a clockwise and counterclockwise side, is placed on the table near the draw and discard piles. It should be placed showing the clockwise direction side when play starts. When a Reverse card is played, the player who plays the card should flip the disk over to indicate the new direction of play.

FREE DISCARD CARD

This is one of the most powerful cards in the game. This card allows you to discard any one of your stacks, not just the one you are holding. It is not limited by color, number, or text and can be played freely on your turn. When played, discard the stack you select into the discard stack with the Free Discard on top. When this card is played, the turn player does not have to return to stack #1 after discarding one of their stacks unless the discarded stack is the one they were holding. Play resumes with the next player, who may choose any card in their hand to resume play.

COLOR SHIFT CARD

Playing the Color Shift card allows you to change the active color to one

of your choosing. When this card is played, the turn player must play one additional card to establish the new color. It is possible to play more than one Color Shift card in the same turn, so long as the last card played establishes the new active color. In this case, you would play the Color Shift cards successively and end the turn by playing an additional card to establish the new color.

DISCARD CARD

The Discard card allows you to discard all cards in the stack you are holding. When discarding the stack, place the Discard card on top of the other cards being discarded and place them on the discard pile.

ATTACK CARD

The Attack card allows you to select any other player and force them to create a new stack. The targeted player must draw a new card. If they can immediately play the card they draw, they may do so, otherwise, this card will become a new stack next to their highest numbered stack. They must then return to the stack they were holding when the Attack card was played. For example, if the targeted player already has 9 stacks, the new stack would be number 10; if they have 7 stacks remaining, the new stack becomes stack 8, and so on. Their turn ends once they have either played the drawn card or created a new stack. After completing the Attack, play resumes **from the targeted player** in the indicated direction.

PEEK CARD

When a Peek card is played, the turn player asks to see one of the stacks of any opponent. The selected opponent may not look at the requested stack and passes that stack to the player of the Peek card. The player can either inspect the cards and hand them back or may inspect the cards and

exchange one of their opponent's cards for one in their own active stack. The turn player is not required to exchange a card. When one of these options is selected and then finished, the chosen Peek stack is returned to its proper place on the table (the stack owner still may not look at it).

REVEAL CARD

The player who plays the Reveal card asks to see any numbered stack. All opponents must turn the corresponding stack over and leave the cards face up for everyone to see. The player of the Reveal card does not reveal their cards. The revealed stack will remain face up until the next Reveal card is played. At that point, the previous Reveal stack is turned back over and a new stack is revealed. Any time a Reveal card is played, there will always be one player whose cards are not revealed.

When a Reveal card is played, the turn player is not required to change the number of the revealed stack, and instead may request that the Reveal remain on the same stack. In this case, the player who played the previous Reveal card, and did not have to reveal cards, must now turn their cards over and the player of the new Reveal card would hide their cards.

Note: It can be helpful to turn the numbered disk for the selected Reveal stack over to the logo side. That way, as play continues, you can remember which stack is subject to the Reveal card. If a player eliminates or discards the Reveal stack, the stack that moves down to occupy that number must then be turned over as the Reveal stack.

If the Reveal stack becomes the active stack, you may leave it on the table, where it can still be seen, and play cards from the stack. If you choose to pick the stack up, you must show the cards to the entire table on request.

SWAP CARD

The Swap card allows you to swap any two stacks on the table. You may choose to swap the stack you are holding with another player's stack, select two players and have them swap any of their stacks, have a single player swap two of their stacks, or swap positions of two of your own stacks.

For more information, questions or tips on gameplay, visit our website at **9Stax.com**

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GAME CONTENTS

- (3) Red cards numbered 1 - 9
- (3) Blue cards numbered 1 - 9
- (3) Green cards numbered 1 - 9
- (3) Purple cards numbered 1 - 9
- (4) Attack cards of each color
- (3) Swap cards of each color
- (4) Discard cards of each color
- (2) Reverse cards of each color
- (2) Peek cards of each color
- (2) Reveal cards of each color
- (12) Color Shift cards
- (12) Free Discard cards
- (1 set) Red number tokens numbered 1 - 9
- (1 set) Blue number tokens numbered 1 - 9
- (1 set) Green number tokens numbered 1 - 9
- (1 set) Purple number tokens numbered 1 - 9
- (4) Immunity Tiles
- (1) Direction disc