

pants! The kick-in-the trousers card game

Pants! is a crazy family card game of trouser-collecting and wardrobe-stealing fun. Build your wardrobe of classy pants, sporty pants, adventure pants, or casual pants before your opponents do. But hold tight to your trousers because they can get stolen right from under your nose! Each card is artfully designed with a retro-funky pants illustration. **Let's play!**

Recommended for 2-5 players

Object

Be the first to collect 3 sets of pant styles from the four Sets available (classy, sports, casual, adventure). Prevent opponents from collecting sets by buying or making them return theirs.

How to Set Up a Hand

Deal five cards to each player. Place the rest of the cards face down in the middle of the table. This is the **Stack**.

Turn one card from the Stack face up next to the **Stack**. This is the **Discard Pile**.

Playing a Hand

The object is for each player to collect and play three full sets of pant styles. Once a player has a full set in their hand, they place the cards face up on the table in front of them. **The first player to lay down three sets on the table wins.**

Here's how a player's turn goes:

Pick one card from the **Stack** or the **Discard Pile**.

Choose ONE unwanted card from your hand and place it face up in the **Discard Pile**.

–OR–

If Player has a full set of pants in their hand, they can choose to lay it down (face up) at that time.

If Player lays down a set of pants, they need to replenish their hand from the **Stack** (not the **Discard Pile**) so they are always holding five cards.

–OR–

Player may discard a **Gift Card** or **Suspenders Card** and force an opponent to release a set of pants they have previously laid down (see **Special Cards**).

How to Determine a Full Set

There are four pant styles, or **Sets**:

Sports

Classy

Adventure

Casual

In each **Set**, there are four unique types of pants. To have a full **Set**, a player must have all four unique types of pants in that style, or three types of pants and one **Wild Card** (see **Special Cards**).

Special Cards

There are some special cards that make the game more interesting. They are:

Underwear: This is a **Wild Card**. Players can use it to take the place of any style of pants to create a full set with only three actual pants cards. **only one Underwear Card can be used in a set*

Suspenders: When someone plays the **Suspenders Card**, they can make any player of their choosing return a set of pants to the **Discard Pile**.

Gift Card: Similar to **Suspenders**, but with this card the player takes **one** of another player's **Sets** for their own.

Special Rules

Use the **Suspenders** or **Gift Cards** to thwart an opponent's attack. However, players may only use the opposite card to thwart (example: you cannot use a **Gift Card** to thwart a **Gift Card** attack).

Players may only use one Underwear (Wild Card) per set.

Players may not pick a Special Card from the Discard Pile.

Help

Need help? Have comments? Ideas for add-on rules?

email: info@pantscardgame.com

<http://pantscardgame.com>

MADE IN THE U.S.A.

All illustrations are copyright 2012

Pants! is patent pending