

# How Low Can You Go? Card Game



## Instructions

### Basic Game

Ages 6+  
2-6 players

**Object:** To have the lowest set of 4 cards when all 4 cards are added together.

**Set Up:** Remove the 4 Bust-A-Move cards from the deck, shuffle the remaining cards and deal each player 4 cards face down. Reshuffle the cards with the Bust-A-Move cards and place the cards face down in a draw pile where everyone can reach them. The youngest player goes first and play continues clockwise. Each player lays out his cards face down in a row and peeks at 2 of his cards ONLY. These are the “seen” cards. The other 2 cards must remain face down. These are the “unseen” cards. The “unseen” cards may become “seen” cards at some point in the game.

**How to Play:** Players draw and swap cards with the intention of making a set of 4 cards that, when added together, are lower than any other player’s hand. Player 1 draws a card from the draw pile, keeping in mind that he is trying to get the lowest cards possible. If the card drawn is lower than one of the two cards he’s seen, or if he wants to replace one of the cards he has not seen, he places the new card face down in front of him and puts the card he is swapping face up next to the draw pile in a discard pile. For example, if he knows he has a 9 in his hand and has drawn a 2, he may swap the 9 with the 2, keeping the 2 FACE DOWN. The 9 is then put face up in the discard pile. If he chooses not to keep a card that he’s drawn, he places it face up in the discard pile. Each player should only have 4 cards in front of him at any time. Players take turns drawing and swapping cards. If the draw pile runs out, turn over the discard pile so it becomes the draw pile. When a player draws a Bust-A-Move card he follows these rules:

**Do the Hustle!** Guess 1 seen card from any other player. If you guess correctly, trade any 1 of your cards for that card. You may trade a seen or unseen card. The player you trade with may NOT look at the traded card. If you do not guess correctly, it is the next person’s turn.

**Limbo Akimbo:** Have one player hold his arm outstretched at his shoulder. If you can limbo under it, draw the next 2 cards. You can swap these cards for any 2 in your hand. If you don’t want either card, discard them. If you draw a Bust-A-Move card, place it back in the middle of the draw pile and draw again.

**Game End:** When a player thinks he has the lowest hand on the table, he stops the game by knocking his knuckles on the table. The rest of the players get one more turn. Once each has gone, each player turns over all 4 cards. Each player adds up his cards. The person with the lowest sum wins.