

Whototal Rules







Aim of the game: Test your confidence in your ability to guess the total value of the cards

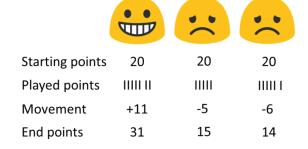
Players: 2 to 6 players

Start the game: Each player starts with 20 points or chips / coins (you need a paper and pencil for points). Each player rolls the dice and the player with the highest number goes first.

<u>Playing a Round:</u> The first player throws the dice and deals that number of cards from the shuffled deck face down on the table in a row. All players guess the total value of the dealt cards, starting with the player to the left of the dealer and moving clockwise. Players must guess different totals.

- Each player commits a point (or chip) on the turn of the first card
- The first card is turned over to reveal the number
- Depending on how confident players remain with their guess they can drop out prior to the turn of the next card but if they want to continue, they must commit another point or chip.
- The next card is turned over and added to the first
- Again players can choose to drop out or continue onto the next card by committing another point or chip.
- Play continues in this manner until the last card is turned or only one player remains.

The remaining player whose guess is closest to the actual total wins the round. If 2 guesses are the same distance away from the actual total, those players share the points (or chips). If playing with chips the winner keeps all the played chips. If playing with points, the losing players give their played points to the winner. e.g.



The used cards are moved to the bottom of the deck. On the following round, the next player in a clockwise manner deals and guesses last.

<u>Winning the game:</u> At the end of your chosen number of rounds, the player with the highest total points wins the game – or alternatively you can end the game when a player reaches a target number of points.

Please also see videos on www.plyt.co.uk for how to play

