



A Game by H elio Rouchon-Mazerat & Oliver Pope

"Discard your piles of shame to live a happy life"

Set Up: < 1 Minute

Play: 5-8 Minutes

Goal:

Clear all of your Piles of Shame, by adding them up to a score of 21.

Components Required:

- Piles of Shame deck of 42 cards (40 Number cards & 2*Joker cards)
- A small amount of mathematical competence.
- Shame (not optional)

Set-up:

Remove the 2
Joker cards from
the Deck and
Shuffle the cards
Place 4 starting
cards face up in
front of you to
start the initial
4 piles, these
are your first
"Piles of Shame".



Shuffle the 2 Joker
cards into the deck.

Sequence of Play:

The aim of "Piles of Shame" is to add cards to piles to make the sum of the cards equal to 21. Example shown below.

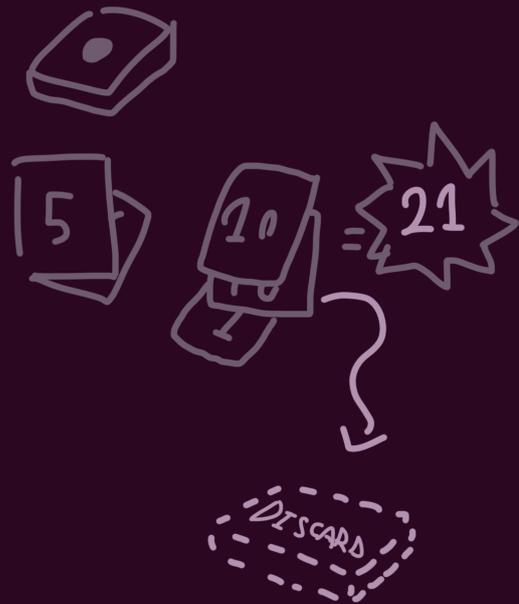


The possibilities are endless

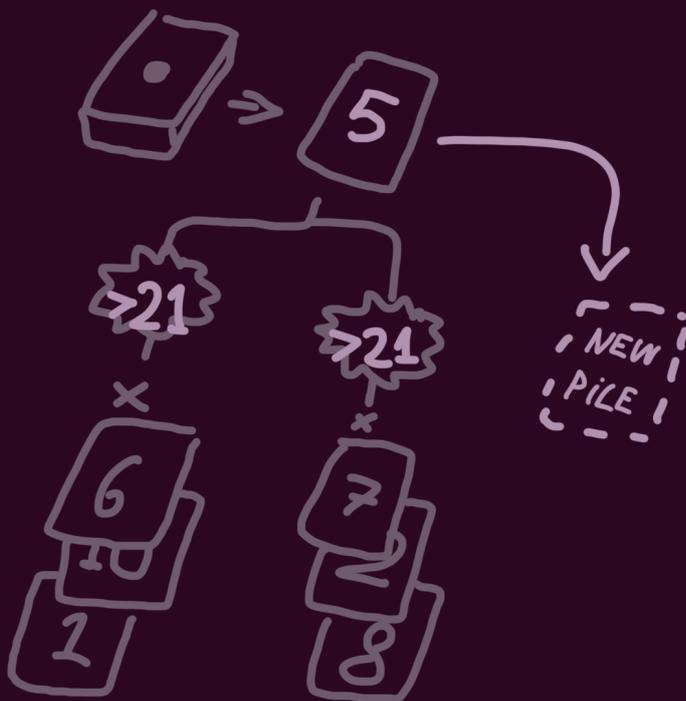
One by one, flip a card from the shuffled deck of cards and decide which of your Piles to place it on. You can place a card on any pile that will not cause the total score of that pile to exceed 21.



If a pile is equal to 21, you can discard that pile of shame.



If you have a card that will not be able to be placed on any pile, as the card would make all piles exceed 21, then you must start a new "Pile of Shame" with that card.



Win...

...If you have no "Piles of Shame" left in front of you.



Lose...

...If you have piles remaining, but no cards left.

