

ONE-PAGE CHEAT SHEET

Spite & Malice

Everything you need mid-game. Full rules and setup diagram: aisupersimplified.com/p/296

You win by playing all 26 cards from your Play-Off Pile onto the Center Building Piles.

1 Play

As many cards as you can onto the Center Piles — from your hand, the top of your Play-Off Pile, or the top of any of your Discard Piles.

2 Discard

Exactly one card, onto one of your own Discard Piles. This ends your turn.

3 Draw

Back up to 5 cards in hand.

BONUS — Empty your whole hand without discarding — draw 5 and keep going, no discard that turn.

Center Building Piles

- Shared · 4 max
- Every pile starts with an Ace
- Build up: A → 2 → ... → K
- Same-on-same is legal
- Completed King → out of play

Your Discard Piles

- Yours alone · 4 max
- Any card starts a pile
- Build down, high to low
- Same-on-same is legal
- Top card only is playable
- Never a Joker

Jokers

- Wild for any card...
- ...except an Ace or a 2
- Center Piles only — never discarded

Draw Pile runs low

1. Set aside the top card
2. Shuffle the rest with the completed King piles
3. Put the saved card back on top

Stuck?

- Can't play? Your turn ends at Discard; your opponent keeps going.
- Both stuck: gather everything — hands, Draw Pile, all Discard Piles — shuffle, deal 5 each. Whoever got stuck last goes first.

Setup, in one line

- Red deck split 26 / 26 face down = Play-Off Piles, top card flipped
- Blue deck + all 4 Jokers = shared Draw Pile
- Deal 5 to each hand
- Higher face-up Play-Off card deals and goes first

Keep score

#	PLAYER _____	PLAYER _____	WON BY
1			
2			
3			
4			
5			
6			
Total			

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