

# KONSTIFUSION

A card-dice game for two or more players

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**Equipment:** One deck of cards; a pair of dice

**Object of the game:** Get the most cards

**The play:** Cards are shuffled and dealt face down onto two consecutive rows numbered 1-6 and 6-12:

1 2 3 4 5 6  
7 8 9 10 11 12

Deal until all the cards have been used (some piles will have more cards than others).

First player rolls the dice and gets three numbers (two numbers in the case of rolling doubles): the number on one die, the number on the second die, and their total. For example, if a 2 and 5 are rolled, the three numbers are 2, 5 and 7. Player turns over the top card of the 2nd, 5th and 7th piles and removes any pairs revealed.

The revealed cards that have not been paired and removed by the player are then turned face down BUT ARE MOVED TO THE BOTTOM OF THE PILE IT CAME FROM and players must try to remember where those cards are. It is then the second player's turn to roll the dice, revealing the top cards of the piles determined by the numbers on the two dice and their totals, removes any paired cards that may be showing and then may overturn any of the bottom cards from any of the stacks and IMMEDIATELY place them onto any of the exposed cards, attempting to get a pair. If he is successful in matching up paired cards, he removes them for himself. If the cards are not indeed a pair, he must give those two cards to his opponent.

Any empty spaces on the board must be filled with any other card from any pile that has more than one card in it.

Play continues until there are no more cards to fill an empty space, at which point players add up their total cards to see who has the most.

**Variations:** Play partners, play to a certain number, i.e. 50, 100, etc. Odd numbers of people can play, 3, 5 etc. by giving non-paired cards to the player to the left. Every man for himself.