

A stylized blue pile of cards with a thick black outline. The pile is surrounded by decorative elements: small triangles in blue, pink, and yellow, and swirls in blue and pink. The background consists of a yellow and pink gradient with a halftone dot pattern.

PILES!

A FAST-PACED FREE-FOR-ALL

RULEBOOK

BUILDING THE DECK

Fifty sets of matching cards are provided. A set consists of four cards of the same article of clothing. Within the set, the colors are different but the clothing is identical.

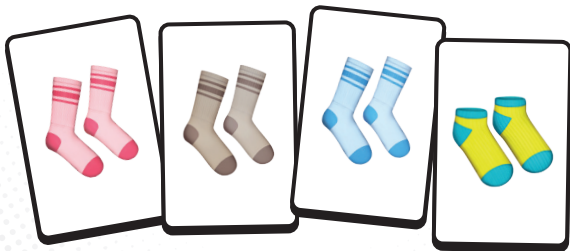
The number of sets you will use depends on the number of players. Take the necessary amount of sets for your player count and return the remaining cards to the box.

PLAYERS	2	3	4	5	6	7	8
NUMBER OF SETS	13	19	25	31	37	43	49

Be careful! Some articles of clothing are designed to look similar in order to trick you. Pay close attention when creating sets.






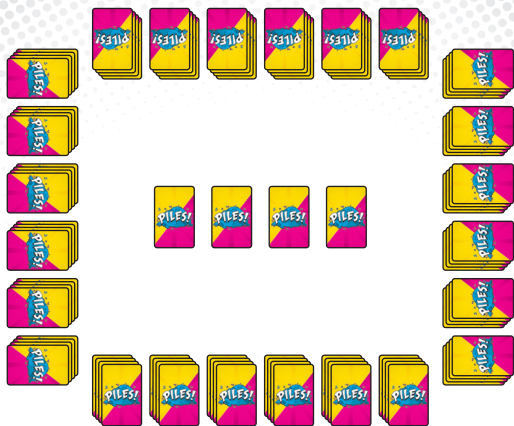
THIS IS A SET



THIS IS NOT A SET

GAME SETUP

- 1** Players sit in a circle.
- 2** The deck is built based off the number of players then thoroughly shuffled.
- 3** Each player is dealt six piles of four cards facedown.
 -  Players are not allowed to look at their cards until the game begins.
 -  The piles are placed in a horizontal row before each player.
- 4** The remaining four cards are placed facedown in a row in the center of the table.
 -  The center cards must be within reach of all players.



This is the setup for a four-player game.



Players may rearrange their piles if there is not enough space.



HOW TO START

This game is a race. There are no turns. Players play simultaneously. Speed, memory, and reaction time are crucial to success.

The game begins when the four center cards are flipped over. Count down from three and flip the center cards simultaneously. Once the center cards are flipped, players can instantly begin play and look at their piles.

Due to the fast-paced nature of the game, the center cards will become disorganized. Do not worry, the center cards do not need to remain in a perfect row. They simply need to stay in the middle so all players have easy access.



The center cards start out organized.



As the game progresses, the center cards will naturally become messy. This is still acceptable.



Try to avoid covering the center cards.

HOW TO PLAY

The goal is to turn all six of your piles into matching sets. You will swap out cards from your piles with cards from the center. Cards can only be handled in the following ways:

1

You can only hold one pile at a time.



You can pick up your piles in any order.



You can rearrange the order of your piles.

2

You can only swap your cards with the center cards.





You cannot transfer cards among your own piles.




You cannot steal cards from other players.

3 You can only swap one card at a time.

 You must discard faceup.

 You must discard to the center before picking up a card from the center.

 You can pick up a card you previously discarded.

4 The piles you are not holding must always contain four cards.

5 The piles you are not holding must always remain facedown until they're a matching set.

6 Once you create a matching set, place that pile faceup.



THIS PLAYER HAS TWO COMPLETED SETS

HOW TO WIN

Once all six of your piles are faceup, meaning all your piles have become matching sets, yell "PILES!" to declare victory.

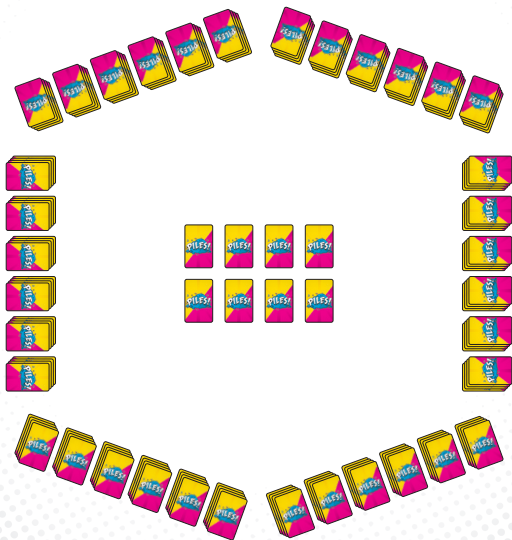
Double check the winner's piles to make sure each one contains a matching set. A mistake could've been made. If a mistake was made, instantly resume playing!



**THIS PLAYER HAS CONFIRMED THEY
HAVE SIX COMPLETED SETS. THEY WIN.**

VARIANT

For a more chaotic version, add one more set when building the deck. Then deal eight cards to the center instead of four.



This is the setup for a six-player game using the variant.

A blue rectangular banner with a black outline and a drop shadow. The word "CREDITS" is written in white, bold, sans-serif capital letters with a black outline. The banner is decorated with pink triangles, yellow and blue swirls, and a blue swirl at the bottom left.

CREDITS

The text "GAME DESIGNERS" is in bold, black, sans-serif capital letters with a black underline. It is flanked by a blue and yellow triangle on the left and a pink and blue swirl on the right.

GAME DESIGNERS

Cameron Ring
Corey Schrimpl
K.C. Schrimpl

The text "ILLUSTRATOR" is in bold, black, sans-serif capital letters with a black underline. It is flanked by a pink and blue swirl on the left and a yellow and blue triangle on the right.

ILLUSTRATOR

Alex Nikiforov

The text "GRAPHIC DESIGNER" is in bold, black, sans-serif capital letters with a black underline. It is flanked by a yellow and blue triangle on the left and a blue and black swirl on the right.

GRAPHIC DESIGNER

Chris Doughman

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