



OBJECTIVE

HUNDO is a push-your-luck game where players race to play all their cards. In each round, gain points equal to the value of your remaining cards. After five rounds, the **lowest** total score wins!

COMPONENTS

- 66 Cards
 - 55 Number Cards
 - 5 Undo Cards
 - 4 Force Cards
 - 2 Showdown Cards
- The Pit
- Scorepad, Pencil



Learn how to play!

SETUP

- Shuffle the deck. Deal 11 cards face down to each player. **Players may never look at their cards.**
- Place any undealt cards into the **PIT**. The **PIT** holds all cards no longer in play, collecting cards during each round.
- Choose the first player and a scorekeeper.



HOW TO PLAY

HUNDO is played over five rounds.

Without looking at the cards in their hand, players take turns flipping their top card and playing it to a center pile. Try not to bust by going over 100 total, or flip a card that makes the center total 100 exactly and get a HUNDO. Each HUNDO earned is worth —25 points at the end of the game.



A round ends when any player is out of cards (see **End of Round**). The lowest total score after five rounds wins.

Each player chooses to play or pass when it is their turn. The center's total value is called out after each flip.



"ten!"
"forty-five!"
"seventy!"

There are four types of cards in the HUNDO deck:

NUMBER CARDS have values from 5 to 50. When played, they add to the center pile's value.



How many cards with this number are in the deck.

SHOWDOWN CARDS trigger an immediate **SHOWDOWN**.

The center pile is cleared to the **PIT** and players face off with everyone flipping their top card.

See Reverse



UNDO CARDS are moved and placed face up in front of the player when flipped, ending their turn.

On subsequent turns, the player can use the **UNDO** card as a do-over if they bust when playing a **NUMBER** card. When played, the **UNDO** card and the last **NUMBER** card played are placed in the **PIT**. The player can then choose to flip another card or pass.



FORCE CARDS are moved and placed face up in front of the player when flipped, ending their turn.

Players can use a **FORCE** card to force another player to flip a card when they choose to pass. If the forced player flips a card that results in a bust, follow the **BUST** rules. You cannot use an UNDO card after you have been forced. If the forced player does not bust, play continues and the player to the left of the forced player goes next.

A player can only have **one UNDO** card and **one FORCE** card in front of them at a time. If a second of either is flipped, the second card is moved to the **PIT** and their turn ends.



UNDO and **FORCE** are placed on the table in front of you and do not count as cards in your hand when scoring or running out of cards.

Play continues with players flipping cards to the center or passing until one of the following occurs:

- BUST**
- TABLE PASS**
- HUNDO**
- SUPER HUNDO**
- SHOWDOWN**
- SHOWDOWN SLAM**

BUST: If a player flips a card that pushes the value of the center pile over 100, they **bust**. That player collects the pile and places it at the bottom of their hand. They play their next card to begin a new pile.

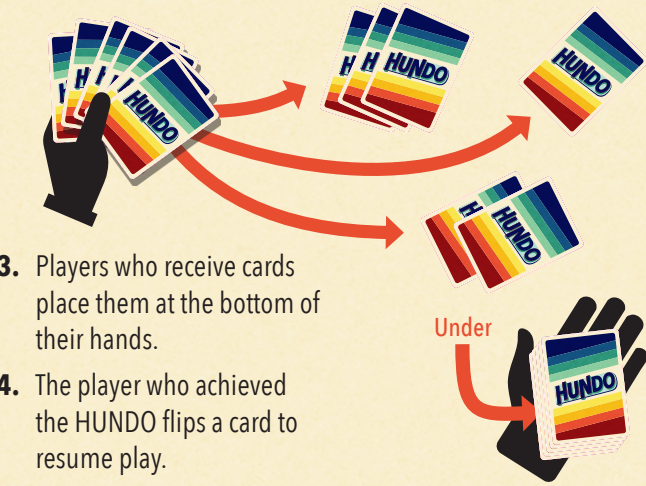
TABLE PASS: If every player passes, including the player who played the last number card, all the cards in the center are cleared and moved to the **PIT**. The player who played the last number card flips their next card to begin the pile again.

If a player passed previously, they can choose to play on their next turn if at least one other player played a card to the center after they passed.

Continued on Reverse

HUNDO: When a player flips a card that makes the value of the center exactly 100:

- 1. The scorekeeper marks the HUNDO on the scorepad for the player (each one is worth -25 points at the end of the game).
- 2. The player turns the center pile face down, lightly shuffles, and then distributes the cards to any players of their choice.



SUPER HUNDO: If a player's final card in their hand results in a HUNDO, they win the round and score -100 for that round. All center pile cards are moved to the **PIT**. Since there is no center pile to play off (see **End of Round**), the round ends immediately.

SHOWDOWN: When a player flips a card:

- 1. All the cards currently in the center pile are moved to the **PIT**.
- 2. All the players simultaneously flip their next card, and the **lowest** number wins the **SHOWDOWN**.



- If two or more players tie for the lowest number, those players flip again until one wins.
- If any **UNDO**/**FORCE**/**SHOWDOWN** cards are flipped during a **SHOWDOWN**, they are immediately moved to the **PIT** and the player is out of the **SHOWDOWN**.
- If a player's final card ties with another player, the tied player with remaining cards wins the **SHOWDOWN**.

- 3. The **SHOWDOWN winner** picks up the cards and distributes them to any players of their choice. The winner is allowed to look at the values of the cards, but they are placed face down in front of the receiving players, who then add them to the bottom of their hand.
- 4. The **SHOWDOWN winner** flips a card to resume play.



SHOWDOWN SLAM: If a player wins a **SHOWDOWN** by flipping their last card, they win the round. The scorekeeper records a -100 on the scorepad for them that round.

END OF ROUND

When any player runs out of cards in their hand, the other players have a chance to achieve a HUNDO on the current center pile before the round ends.

If a player's final card is a **SHOWDOWN** card, it goes into the **PIT**, and the other players still have a final chance to play to the center pile.

- If one of the other players achieves a HUNDO, they receive a HUNDO mark on the scorepad, pick up the cards, and distribute them to any players of their choice, including to the player who ran out of cards. Then, if **all players** have cards in their hand, the round continues. Otherwise, the round ends.
- If the players bust during the end of round, the center card pile is moved to the **PIT** and the round ends.

If a **SHOWDOWN** card is flipped while the players with remaining cards attempt to get a HUNDO, it is moved to the **PIT** and no **SHOWDOWN** occurs.

Once the round ends, scores are recorded. The player with the highest score goes first in the next round.

SCORING

At the end of the round, all players total the value of the **NUMBER** cards remaining in their hand. For each player, the scorekeeper records round totals, number of HUNDOS, and -100 for any SUPER HUNDOS or SHOWDOWN SLAMS that occur.

Hundos Mark Super Hundo earned 4 Hundos

NAME	1	2	3	4	5	TOTAL
	HUNDOS	✓	✓✓	✓		-25 per HUNDO
Katie	105	220	-100	75	155	355
	HUNDOS					

total for each round final score!

HUNDOS are marked at the top of the scoring cell each round, but the -25 deduction is not subtracted until all five rounds have been completed!

Once scores are recorded, set up for the next round. All 66 cards are shuffled and 11 cards are dealt to each player.

END OF GAME

After five rounds, calculate the final scores for each player, adding the five round points and deducting points for the total number of HUNDOS. The **lowest** total score wins!

Download a printable scorepad here →

NAME	1	2	3	4	5	TOTAL
	HUNDOS					



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