PLAY: The player to the left of the dealer begins play by starting the discard pile next to the draw pile. The player starts the discard pile by playing any number card from their hand. If the player has no number card to play or does not wish to play a card from their hand, the player must do what the back of the top card of the discard pile indicates (see WHEN UNABLE OR NOT WANTING TO MAKE A PLAY section of the rule). Play progresses to the left, with each player playing one card from their hand, if they can, on the discard pile.

Playable cards are determined by the top card of the discard pile. If the top card is a number card, the player can play another number card (of matching number or color).

Example: If the top card of the discard pile is a yellow 2, the player may play any number card 2 or any yellow card. There are other special cards that may be played on number cards (see SPECIAL CARDS section).

If the top card of the discard pile is a hit card, the next player must play a hit card. Once a hit card is played, the next player must play a discard card. There are occasions when a player chooses not to play a card in the order described above (when UNABLE OR NOT WANTING TO MAKE A PLAY section). When the discard pile is played, the player must say "HIT THE DISCARD" and then actually hit the discard pile with the flat of one hand. The player then takes the entire discard pile and places it in a neat stack face-down directly in front of him or her. This will count as a score for the player at the end of the hand.

After the discards have been played, the next player starts a new discard pile with any number card from their hand (see WHEN UNABLE OR NOT WANTING TO MAKE A PLAY section). When UNABLE OR NOT WANTING TO MAKE A PLAY: At the beginning of your turn, if you cannot play a card, or do not wish to play a card, then you must follow the directions of the hit on the top card of the discard pile. If the card back has a number 1, 2, 3, or 5 on it, you must draw that number of cards from the discard pile, and then your turn is over.

Example: You need to play a number card from your hand to start a new discard pile, but you have no number cards. If the symbol on the back of the top discard pile is a 1, you must draw one card from the discard pile to become the new top card on the discard pile, and end your turn. (Note that the 1 card starts a HIT-THE-DISCARD pile sequence, and changes it to something else.)

At the beginning of your turn, if you cannot play a card, or do not wish to play a card, you must start a new discard pile with any number card from your hand. If you do not wish to make a play, or do not have a number card, you must draw two cards from the discard pile, and then your turn is over.

Example: If a hit has been played, the next card to be played normally must be a hit, but if the next player has no hit (or does not wish to play it) and an "X" card is the top discard pile, then the player flips the card over onto the top of the discard pile, stopping the HIT THE DISCARD play sequence, and changes it to something else.

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