Golden Wands
Instructions - Game 1

Contents: 40 Cards, Players: 2-6

Start by shuffling the deck. Deal 5 cards face down, one at a time, to each player. The remaining cards are placed face down in a draw pile. Turn the top card face up beside the draw pile. This will be the first card of the discard pile. If this card is a Golden Wand 8, shuffle it back into the draw pile and pick another card to start the discard pile. The player to the left of the dealer begins by placing one card face up on the discard pile. This card must match the previous card in the discard pile by either color or number. (For example, if there is a pink 6 card on the top of the discard pile, any pink card or any 6 card of any color can be played). All Golden Wand 8 cards are “magical” and act as wild cards – they do not need to match any color or number. After a player places a Golden Wand 8 card on the top of the pile, he/she should choose the color that the next player must play. Play always continues with the player to the left. A player who cannot match a card by color or number, or play a Golden Wand 8 card, must draw cards from the draw pile, until he/she is able to play. If there are no more cards in the draw pile, the player must pass. The first player to get rid of all the cards in his/her hand is the winner!
Golden Wands
Instructions - Game 2

Contents: 40 Cards, Players: 2-6

To set up the playing area, place 2 draw piles of 5 cards, face down, so that there is room for 2 discard piles in between them. The rest of the cards are dealt face down to each player. Players put their stack face down and draw 3 cards. (Players may always have up to 3 cards in their hand.) Each player prepares to flip over one card from the draw pile in line with their right hand. On the count of 3, both players flip over the first card to begin play. Both players play at once, racing to get rid of their cards. To play a card on one of the piles, the card must be either one number above or one number below the card shown on one of the 2 discard piles. (Players may play cards on either pile.) If neither player can play any of the 3 cards in their hand, they count to 3 and each player flips over a card from one of the draw piles. If the draw piles are depleted, flip the discard piles over and use them as the new draw piles. The first player to get rid of all of their cards wins!