

01 / Objective

Lose every card first.

Be the first player to lose all your cards. The last player left with cards is the Cacahead.

Magic cards

- 2 resets the pile. It can be played on any card and resets the order, so anyone can play next.
- 9 makes the next player play a card lower than 9 for that turn only. Normal higher-card play then resumes.
- 10 burns the pile. Every card beneath it is discarded and removed from the round.
- Four cards of the same number also burn the pile. This can be four played together or cards added to matching cards already on the pile. Magic cards are excluded.

02 / Game setup

Nine cards each.

Deal every player nine cards in three groups:

- Three face-down cards. Do not touch or look at them until the blind stage.
- Three face-up cards, placed on top of the face-down cards. These are used after your hand.
- Three cards in hand, used for your decisions during normal play.
- Before the game starts, swap any cards between your hand and your face-up cards. Choose what to keep and what to leave on the table.

03 / How to play

Climb the pile.

The lowest card starts, except the 2, which is a magic card and does not have to begin the game.

- Take turns playing cards in ascending order. Each play must be higher than the card before it.
- You may play matching cards together. You may also play a run, such as 4, 6, 7 or pairs such as two 3s, two 4s, two 5s, as long as the sequence keeps climbing.
- After a 9, the next player must play lower than 9 for that turn.
- If you cannot make a valid play, pick up the whole pile.
- While the draw deck still has cards, finish your turn with at least three cards in hand. If you already have more than three, do not draw.

Face-up, then blind.

Once your hand is empty, start playing your face-up cards one play at a time. If you pick up the pile, clear your hand again before returning to the face-up cards.

Once every face-up card is gone, play one face-down card at a time without looking. If a blind card cannot be played, pick up the pile and clear your hand before trying another face-down card.

A player is out when their hand, face-up cards, and face-down cards are all gone. The last player still holding cards is the Cacahead and takes a fun group-decided forfeit and a Cacahead die.

Avoid the dice.

Play over several rounds. The winner is the player who avoids being the Cacahead most often and avoids collecting too many Cacahead dice.

After each round, give one Cacahead die to the player who finished with cards. A player who collects two or more dice becomes the ultimate Cacahead and completes a fun forfeit chosen by the group.

The bespoke poker-sized deck can also be used for classic card games.

Why it gets chaotic

- Fast turns reward strategy, bluffing, and mind games.
- Magic cards and unseen face-down cards make every ending unpredictable.

One round, step by step.

- Player 1 starts with the lowest card, for example a 3.
- Player 2 plays a 5. Player 3 plays a 6.
- Player 4 cannot play higher than 6, so picks up the pile.
- Player 1 plays a 9, forcing Player 2 to play lower than 9.
- Play continues as everyone climbs the pile, builds runs, and times the magic cards.



CACAHEAD

Don't be the Cacahead.