

## **Hurry Hard! The Curling Card Game**

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*To be read in conjunction with the Rules Booklet available online from our website:  
[www.curlingcardgame.com](http://www.curlingcardgame.com)*

### **Example of Play**

Alan and Chuck decide to take on Beth and Debbie in a four player game. Debbie is randomly chosen to start with The Hammer so Alan, sitting to her left, leads off.

#### *Rock One*

Alan starts by picking up one of the four face down cards in front of him, and adds this card to his starting hand. His partner Chuck wants to play an aggressive game, so calls for Alan to draw into the house. Alan decides to do so, and plays a Draw to the 8 Foot card from his hand.

Beth, sitting to Alan's left, has the first chance to modify Alan's Shot. She has a Sweeping Error card she could play, but she decides to hold on to it and passes. After Chuck and Debbie also pass, Alan plays a Hurry Hard! card on his own shot. Beth now decides to play her Sweeping Error.

After everybody else passes, the round is now resolved. The Sweeping Error cancels the Hurry Hard! and Alan's draw comes to rest in the 8 foot.

Alan and Beth are now down to three cards each in their hand, so each draws a card to bring their hand back to four.

#### *Rock Two*

It's now Beth's turn. After she picks up one of the face down cards in front of her, her partner Debbie calls for a Guard. Beth, however, wants to come into the house. She therefore ignores Debbie's suggestion and plays a Draw to the 8 Foot.

Chuck plays Sweeping Error on Beth's Shot. After Debbie and Alan pass, Beth also passes. Chuck has a second Sweeping Error in his hand, but decides not to use it at this time. Instead, he too passes.

The Shot is then resolved. The Sweeping Error demotes Beth's draw, such that it comes to rest in the 12 foot. The Sweeping Error card is turned upside down and slid under the Draw card in front of Beth to mark that this Draw is now in the 12 foot.

Chuck draws a card to restore his hand to four.

#### *Rock Three*

Chuck now picks up one of the face down cards in front of him. Alan calls for him to play a Guard to protect their rock in the house, and Chuck obliges.

Debbie and Alan pass, then Beth plays Over Curled. All four players now pass, and the shot is resolved. Over Curled allows Beth to move the position of the Guard thrown by Chuck, so she moves it to in front of her own rock in the 12 foot.

Beth draws a card to fill her hand, and then it's Debbie's turn to throw.

#### *Rock Four*

Debbie adds one of the face down cards in front of her to her hand. Beth calls for her to play a Takeout and Debbie does so, indicating that Alan's rock in the 8 foot is her target.

Alan passes, Beth plays a Hit and Stick card, and Chuck follows with a Roll Off. After everyone passes, the Takeout removes Alan's rock. Beth's Hit and Stick allows her to claim it and place it in front of her, while Chuck's Roll Off means the rock is demoted to the 12 foot. Beth and Debbie now have two rocks in the house, both in the 12 foot, one behind a Guard.

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#### *Rock Sixteen*

Fast forward now to the last rock of the end. As Debbie picks up from under The Hammer card the last of the face down cards in front of her, she surveys the table. She and Beth still have the rock in the 12 foot behind a Guard. Their other 12 foot rock is long gone, but they have a rock in the 4 foot, while Alan and Chuck have a rock in the 8 foot.

Beth has no suggestion for Debbie, which Debbie takes to mean that Beth has no cards that can help her. Debbie decides to play her best Draw, a Draw to the 4 Foot.

After Alan and Beth pass, Chuck plays the Sweeping Error card he has been holding on to since the initial deal. Neither Debbie nor Beth have anything to counter this, so after everyone passes Debbie's draw comes to rest in the 8 foot, demoted one distance by Chuck's Sweeping Error.

The end is now scored. Beth and Debbie have a rock in the 4 foot and a rock in the 12 foot. Both teams have a rock in the 8 foot, and there are no tie breakers between them. Beth and Debbie therefore score one point only, as their rock in the 4 foot is the closest rock to the button, and is the only rock they have that is closer to the button than Alan and Chuck's rock in the 8 foot.

As Beth and Debbie scored, The Hammer now passes to the other team. Debbie hands it to Alan, who is sitting to her left, and Alan deals out the cards for end two.

**For more information on Hurry Hard! The Curling Card Game, please visit our website:**  
[www.curlingcardgame.com](http://www.curlingcardgame.com)

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