

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

Copyright 2011. All rights reserved.  
Treasures In Store Games Inc.

For more information on Hurry Hard! The Curling Card Game, visit our website:

[www.curlingcardgame.com](http://www.curlingcardgame.com)

## **Frequently Asked Questions (FAQ)**

Version 2.1, April 2012

### **Takeout, Double, Miss the Broom, Hit and Stick/Roll**

*My opponents have two rocks in the house. My teammate plays a Takeout against one of them, and I play a Double. Our opponents then play Miss the Broom. Can I put my Double back in my hand?*

No. Once a card is played, it cannot be put back in your hand. In this case, if no other cards are played, both the Takeout and the Double are discarded without having any impact on the rocks in play.

*What if I then play a Plan B card? Can I use this with my Double to remove the originally targeted rock?*

Yes. Plan B allows you to remove the other opponents' rock. Your Double then allows you to remove an extra rock, which in this case can be the originally targeted rock. This is sometimes called "making the double the other way".

*Can a second Miss the Broom be played after the Plan B?*

No. There is no counter to the Plan B card.

*Does a Guard count as an "unguarded rock"?*

Yes. A Takeout can target a Guard or it can target a rock in the house that is not protected by a Guard.

*If my Takeout removes a Guard, can a Double remove a rock in the house that used to be protected by that Guard?*

So long as you removed the only Guard protecting that rock, yes. This is called a "run back double". Once the Guard is removed, the rock in the house is no longer behind a Guard and therefore can be removed.

*What if my opponent plays a Hit and Stick? Does the replacement of the Guard prevent the "run back double"?*

No. Hit and Stick takes effect after the Takeout and Double are resolved, so the Guard is only replaced after the Double has been made. If the rock it was protecting has been removed, put the Guard in the centre of the table.

*What if my teammate also plays a Hit and Stick? What happens then?*

A good turn of events! After the run back double is complete, the opponent's Hit and Stick replaces the Guard. You then get to use your Hit and Stick to claim the opponent's rock that was removed, and you also get to claim the newly replaced Guard it was behind!

*My teammate plays a Hit and Stick. I want to play a Hit and Roll instead. Can I do so?*

No. Each team can play only one Hit and Stick or Hit and Roll each shot. After one has been played, no additional Hit cards can be played.

### **Tap Back, Roll Off, Freeze**

*I play a Draw to the 8 Foot, my partner plays a Tap Back, and my opponent plays Sweeping Error. Will the Tap Back affect a rock in the 8 Foot or the 12 Foot?*

The 12 Foot. Tap Back is based on where the Draw comes to rest, which is its distance from the button after applying the effect of all Hurry Hard! or Sweeping Error cards.

*The rock I selected to Tap Back had no Guards in front of it. Can I claim a Guard from the centre of the table?*

No. The only Guards that may be claimed for the Draw are those in front of the selected rock, if any.

*What if there are no rocks at that distance to select? Or I selected my own team's rock to Tap Back?*

Once a Tap Back has been played, you may not claim Guards from the centre of the table for your Draw, even if no rock ends up being selected to Tap Back. If you selected your own rock, you must move any Guards from the tapped back rock to the just played Draw.

*If my opponent plays Wreck on Guard on my Draw, can I use Tap Back to impact another Guard?*

No. Tap Back may not promote or demote Guards.

*Can I play multiple Roll Offs on the same Hit and Stick or the same Jam?*

Yes. The rock claimed by your opponent is demoted one distance from the button for each Roll Off played.

*On her last throw, my teammate played a Freeze against an opponents' rock that was behind a guard. On my turn, can I now target our Frozen rock for a Takeout?*

Yes! So long as your own rock is not behind a Guard, it is a valid target for the Takeout. If successful, the Takeout will remove the opponent's rock, leaving your own rock in play. While this will result in the removal of your Freeze card, it gets rid of the opponents' rock.

*What if we also play Hit and Stick or Hit and Roll?*

You may claim the opponent's rock. However, you may not claim the guard. It is moved to the centre of table.

*Can I Freeze to a Frozen rock?*

Yes. A Takeout, Double or Tap Back on the second Frozen rock affects only the rock selected by the first Freeze.

### **Hurry Hard!, Sweeping Error**

*I play a Draw to the 8 Foot and my opponents play two Sweeping Error cards. Are both effective?*

Yes. So long as no Hurry Hard! cards are played, the first Sweeping Error demotes the rock to the 12 Foot and the second then demotes it out of the rings, removing it.

*Are multiple Hurry Hard! cards also effective?*

Yes. So long as no Sweeping Error cards are played, each Hurry Hard! will promote the Draw one distance closer to the button.

*I play a Draw and one of my opponents plays a Sweeping Error. Can I now play a Hurry Hard! card?*

Yes. You can play a Hurry Hard! card after a Sweeping Error. Although the Hurry Hard! card will be cancelled, it has the effect of also cancelling the Sweeping Error card, as otherwise your Draw would have been demoted.

*What happens if there are multiple Hurry Hard! and Sweeping Error cards played on the same Draw?*

It only takes one Hurry Hard! card to cancel all Sweeping Error cards and only one Sweeping Error card to cancel all Hurry Hard! cards, so long as all of them are played to modify the Draw.

*I play a Draw. My opponent plays Wreck on Guard. I play a Hurry Hard! to cancel the Wreck on Guard. Can my opponent now play a Sweeping Error card to cancel my Hurry Hard!?*

No. Because you played the Hurry Hard! to cancel the Wreck on Guard rather than to modify the Draw, your opponent can play a Sweeping Error, but it will not cancel your Hurry Hard! If no other cards are played, the Wreck on Guard is cancelled by the Hurry Hard! card. The Sweeping Error then results in the Draw being demoted one distance from the Button.