

I'm not a robot





In Karma, players must adapt to ever-changing rules and card effects. To start, deal nine cards to each player, arranging them into three down cards, three up cards, and three hand cards. Before gameplay begins, players can exchange any number of their hand cards with a corresponding number of their up cards. The remaining cards form a communal deck, and the chosen start player discards one, two, or three cards of equal rank to begin the game. Players take turns discarding cards of equal or higher value onto a common discard pile, drawing new cards from the deck to replenish their hand. Cards with special effects include Jokers, which reverse the rotation of play; 8s, which change the rotation; 2s, which act as both high and low cards; 10s, which reset the discard pile; and 7s, which require discards of equal or lower rank. When the deck runs out, players without hand cards must draw from their up cards. If they can't or won't discard, they take all the current discard pile into a new hand. Once a player has discarded all their up cards, they can start playing from their down cards. The game ends when a player discards all their cards; that player wins. Karma King is a game that embodies playfulness and fun, making it an ideal choice for family game nights. The game involves strategy and luck, appealing to players aged 8 and above. To win the game, players aim to get rid of all their cards by following specific rules. Each player starts with seven cards from each deck and takes turns drawing a card from the draw pile or discarding a card from their hand. If a player has three or more cards in their hand, they do not draw at the end of their turn. Players must play a card that is equal to or higher than the last played card or a Karma Card. If they cannot play such a card, they pick up the entire discard pile. Once all Faceup Table Cards are gone, players can begin playing Facedown Table Cards, but with no peeking allowed. The game features special Karma Cards that serve as wildcards and offer unique abilities. For instance, the "Give the Pile to a Friend" card allows a player to transfer the entire discard pile to another player, while the "Five or Below" card requires the next player to play a card of five or less or a Karma Card. The game's twist is the option to play doubles or triples, where players can lay down two or three identical cards in a row. This can lead to significant changes in the game, such as removing the entire discard pile from play for the rest of the game. You have two options: either play both Faceup Table Cards or use a different strategy. When a Karma Card is played, flip over the bottom discarded card and move it to the top of the pile. The subsequent player must now draw from this new top card. However, if that bottom card is another "Bottoms Up" or a Table Card, its value is nullified, giving the next player complete freedom in their play selection.

Karma card game. How to play karma card game. King karma card game. Karma card game rules with normal cards. How to play karma king card game. Karma card game rules. King card game rules.