FM CARD GAME RULES

Flyin' Miata

- For 2-3 players.
- Shuffle all the cards and place them in a stack with the photo side up. This is the draw pile, known as the "garage".
- There must be at least 5 cards for each player in the garage, with enough cards for each player to have an equal number of cards. I.e.- at least 10 cards for two players, at least 15 cards for 3 players, etc.
- Choose which player will go first. (Rock, paper, scissors works). BEFORE the game starts, the player that is chosen to draw first will pick the car "Rating" that will be used for that hand. Players can choose: Comfort, Speed, Handling, Style, Brakes or even the "overall" rating at the top right of the card.

Special categories: Some cars may include a special category statistic on the back of their card that no other card has. These cannot be used as the "Rating" category to start a hand, but they can be used as a "trump card" in place of the chosen statistic. The value of this special category must be higher than anyone else's "normal" category in order to win.

- Each turn will consist of all players drawing the top card from the garage stack. Once all players have a card, they will compare the chosen statistic from the back of the card (range 1-9). The player with the highest number in that category wins the turn and places all the cards from all players from this turn into their winning pile, called the "parking lot".
- In case of a tie, players should draw new cards and proceed with the next turn. The winner of this turn wins the current cards and the cards from the previous tie.
- The hand is over when all players run out of cards. This may vary depending on how many cards you have in your deck.
- The player with the most cars in their "parking lot" at the end of the hand wins. A game consists of 3 hands. The player who has won the most hands wins the game!

Sample Card