

Practice a language with

ERS:

ERS is a speed game where players need a lot of focus to collect the cards in the center pile under the right conditions. You'll need fast reflexes as you flip cards over and slap the growing pile in a fashion similar to Slapjack. Every time the player with the most cards by the end of the game wins!

Alternate Names: Egyptian Rat Screw, Egyptian Rat Slap, Egyptian Ratkiller, Egyptian War,

What
you
need:

Players: 2+

Materials: Speak in Spades Playing Cards Set (with Language Challenge Dice and 90 Challenge Booklet) OR a regular deck playing cards (find a free set of 30 language challenges here)

Language Challenge Highlights:

Players can give language challenges to other players and take the center pile in the following conditions:

Jack (J):

If a player plays a Jack (J), the next player must play one card face up. If the card is not a face card, then the player who played the Jack can **give one language challenge to a player of choice** and collect the cards in the center pile.

- If the card is a face card, then the player who played the new face card is now able to take the center pile once that face card's condition is met.

Queen (Q):

If a player plays a Queen (Q), the next player must play up to two cards face up. If the cards are not face cards, then the player who played the Queen can **give two language challenges to a player of choice or give two players one challenge each** and collect the cards in the center pile.

- If one of the cards is a face card, then the player who played the new face card is now able to take the center pile once that face card's condition is met.

King (K):

If the top card is a King (K), the next player must play up to three cards face up. If the cards are not face cards, then the player who played the King can either **give three language challenges to a player of choice or split the three challenges among the other players** and collect the cards in the center pile.

- If one of the cards is a face card, then the player who played the new face card is now able to take the center pile once that face card's condition is met.

Ace (A):

If the top card is an A (Ace), the next player must play four cards face up. If the cards are not face cards, then the player who played the ace can **give three language challenges to a player of choice or split the three challenges among the other players** and collect the cards in the center pile.

- If one of the cards is a face card, then the player who played the new face card is now able to take the center pile once that face card's condition is met.

Doubles:

If the top two cards have the same card value, the player who slaps the center pile can **give one language challenge to a player of choice** and collect the pile's cards.

Sandwich:

If the third-to-top and top cards have the same card value, the player who slaps the center pile can **give one language challenge to a player of choice** and collect the pile's cards.

General Rules:

The deck is dealt evenly among the players and each player starts with a pile of face-down cards. Going either clockwise or counterclockwise, each player quickly takes turns playing the top card of their pile face up to the center pile. Players can either slap the center pile or collect the cards in the center pile under the conditions listed in the Language Challenge Highlights above.

If a player incorrectly slaps the pile for any reason, the player must give a card to each of the other players and complete two language challenges. However, if a player puts a card on top of a slappable card, then the opportunity to slap the pile is missed and the players should continue until another condition is met.

When one player runs out of cards, the player can try to get back in the game by slapping the pile under the conditions listed in the Language Challenge Highlights above. The player with all of the cards (or the most cards) at the end of the game wins!

Notes:

- The card value rankings are as follows: **2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A, Colorless Joker, Colorful Joker**
- This game could last a while when there's no clear winner. When there is no clear winner, players can decide when to stop the game and compare how many cards each player has. In this case, the player with the most cards wins!

Step-By-Step Instructions:

1

Shuffle and deal the cards face-down to each player evenly.

- **Players should not look at their cards.** Each player should have a pile of face-down cards.
- Before starting, players should decide who starts and whether to take turns clockwise or counterclockwise.

2

During their turn, each player will **quickly add the top card of their personal pile to the center pile.**

3

Players can slap and collect the center pile cards under one of the conditions mentioned in the Language Challenge Highlights section above.

4

If a player incorrectly slaps the pile for any reason, the player must give one card to each of the other players and complete two language challenges.

- If a player puts a card on top of a slappable card, then the opportunity to slap the pile is missed and the players should continue until another condition is met.

5

If one player runs out of cards, the player can try to get back in the game by slapping the pile under the conditions listed in the Language Challenge Highlights above.

- Players can continue playing until they are tired or until one player has all of the cards.
- **The player with the most cards (or all of the cards) wins!**