

# GIRL POWER

*the card game*

**AIM** To collect all 5 women from one category. e.g. 'Activism'

## SET UP

- 1 Separate all pioneers from the deck and use one less than the number of players, e.g. 6 players = 5 pioneers, 5 players = 4 pioneers. Place each pioneer card into a stand and place in the centre.
- 2 Shuffle the deck and deal 5 cards to all players face down. Dealer places the rest of the deck face down to their right.



## GAMEPLAY

- 3 Dealer takes 1 card from the top of the deck. Out of their 6 cards, they must choose 1 card to discard face down to their left.



- 4 The dealer and all players simultaneously pick up available cards from their right and discard to their left. The player on the dealer's right (the last player) places their discarded cards into a burn pile.



- 5 First to collect a full set (e.g. activism) quickly grabs a historical pioneer. The player left without a pioneer loses the round and is out of the game. 1 pioneer is also removed to maintain the pioneer to player ratio.



- 6 Rounds continue until its 1 vs 1. The winner of the final round is declared the ultimate female boss.

## IMPORTANT

Players can only have 5 cards in their hand before picking up a new card.

If the dealer's deck runs out, shuffle the burn pile and use as a new deck.