

## **Anger Gets You Hijacked Card Game**

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A PeaceGrooves Production

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*We hope you enjoy this game by PeaceGrooves. We would like to know if you used it and what your experience was like. Any and all input is welcome.*

### **Introduction**

Anger Gets You Hijacked is a game for two or more players that provides a fun way to learn about anger management strategies. The object is to avoid being hijacked and collect as many miles (points) as possible before you or another player gets rid of all of their cards.

### **Game Setup**

The game uses a standard 52 card pack of playing cards with the two Jokers included. If there are a lot of players then two such packs can be shuffled together and used. The dealer deals five cards one at a time to each player. The undealt cards are placed face down on the table. The top card of the pile is turned face up and placed beside the pile to start the discard pile.

### **Game Play**

Starting with the player to dealer's left, and continuing clockwise, each player must first draw a card from the facedown pile. The player can, if they are able, choose to lay a card or cards on their own dashboard or the dashboard of another player. A player cannot do both, but must choose to play on their personal dashboard or the dashboard of an opposing player. Each dashboard has four places for cards. The left-most place is the Speed slot for the Cruise or Hijack cards. The other three places are for Mileage Cards (see picture below). The player must place a card in the discard pile at the end of his turn. A player can have less but no more than five cards in their hand at any one time. Once a card is discarded it cannot be picked up. If all of the cards have been drawn from the draw pile, then the discard pile is shuffled, laid face down as the draw pile, and the top card is laid face up to begin the discard pile.

## Anger Gets You Hijacked Card Game



### Dashboard

### Speed (Slot 1) Mileage (3 Slots)

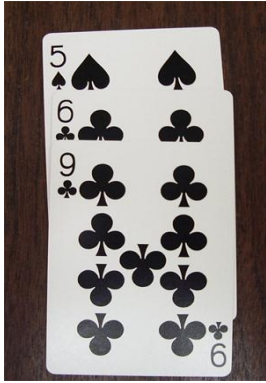
#### Strategies:

A player attempts to collect mileage by placing the number cards (2-10) in the mileage slots of their dashboards. In order to do so, they must first play a King or a Queen. These are the Cruise Cards. For example, in the picture above, Player 2 has laid a King in the Speed slot allowing him to lay Mileage Cards. A player can be hijacked by another player if that player places an Ace or a Jack on top of their Cruise Card in their Speed slot. These are the Hijack cards. For example, in the picture above Player 1 has been hijacked. Once a player is hijacked they can no longer play mileage cards until another Cruise Card is placed in their Speed slot. They can still play cards on opposing players' dashboards. Jokers are wild and can be used as Cruise or Hijack cards.

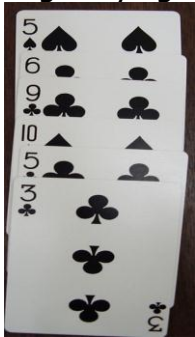
#### Rules

##### 1) Mileage Cards

Mileage Cards are the numbers 2 through 10. Mileage cards can be played in any of the three available slots. Cards must be laid on top of each other. Two or more of the same number can be played together. For example, in the picture above, Player 2 has put down two 9s. These pairs, 3 of a kind, or 4 of a kind can only be laid in the first mileage slot. The 2<sup>nd</sup> mileage slot is for cards of black suit (spades and clubs) and the third mileage slot is for cards of red suit (diamonds and hearts). Any card can start a mileage pile. Mileage cards must be laid from lowest to highest or highest to lowest in any order. Twos and Tens switch directions. For example, in the picture below, the player has started her black mileage deck with a 5 and has chosen to add numbers greater than 5 up to 9.



In the next picture, the player has laid a 10 which allows her to switch direction and begin laying cards in decreasing order.



The next picture shows a player who began his red mileage pile with an 8 and decided to lay cards in decreasing order. He then played a 2 which allowed him to switch directions and begin laying cards in increasing order.



This rule only applies to 2<sup>nd</sup> (black) and 3<sup>rd</sup> (red) mileage slots. It does not apply to the first mileage slot for pairs, three of a kind, or four of a kind. These cards can simply be placed on top of each other in no particular order.

## 2) Cross Playing

Each player can lay Cruise Cards, Hijack Cards, or Jokers on any other player's Speed slot including their own. A Cruise card can only be laid on a Hijack Card and vice versa.

This restriction does not apply to Jokers but the player laying the Joker must say whether it is a Cruise or Hijack Card and this will not change. While laying a Cruise Card on another player's dashboard helps the opposing player, it also allows the player who laid the card to get rid of a card and so get closer to winning the game. The same is true if a player wishes to lay a Hijack Card on her personal dashboard. Mileage Cards cannot be cross-played.

### 3) Anger Management Facilitation

- a) When a player lays a Cruise Card on her own dashboard, the facilitator asks, "What are positive ways to handle your anger?"
- b) When a player lays a Hijack Card on an opposing player's dashboard, the facilitator asks the opposing player, "What are ways that anger hijacks you?," "What are the costs (negative consequences) you have experienced from your anger?," or "What has anger cost you?"
- c) When a player lays a Cruise Card on an opposing player's dashboard, the facilitator asks, "What are ways that other people help you get un-hijacked, or deal with your anger?"
- d) Allow for the answer(s) and any additional discussion. Then continue play.

### Specialty Cards

Kings and Queens	Cruise Cards	Allow a player to play Mileage Cards
Aces and Jacks	Hijack Cards	Stops a player from playing Mileage Cards
Numbers 2-10	Mileage Cards	Player lays these cards to collect points
Jokers	Wild Cards	Can be used as either Cruise or Hijack Cards

### Game End

The game ends when one player gets rid of all of her cards by discarding her final card in the discard pile.

### Scoring

Players add up the face value of their Mileage Cards. The winner gets a bonus of 25 points. Players subtract the amount of points in their hand from their mileage.

The points are as follows:

Joker	50 pts.
Kings and Queens	30 pts
Aces and Jacks	25pts
Numbers 2 – 10	face value
Pairs	face value plus 5pts per pair
Three of a kind	face value plus 10 pts per set
Four of a kind	face value plus 20 points per set

Several games can be played to make a round. The first player to 500 pts wins the round.