

Meltdown

© 2026 James Terry Version 6

High Ace 6	High Ten 3	High Six 2	High Two 1	High Qn 4
	Full House 15	Strght Flush 55	3 of Kind 9	High Nine 3
High Three 1	Two Pair 8	Royal Flush 55	One Pair 7	High Five 1
High Seven 2	Strght 10	4 of a Kind 55	Flush 12	
High Jack 4		High Four 1	High Eight 2	High King 5

The Grid

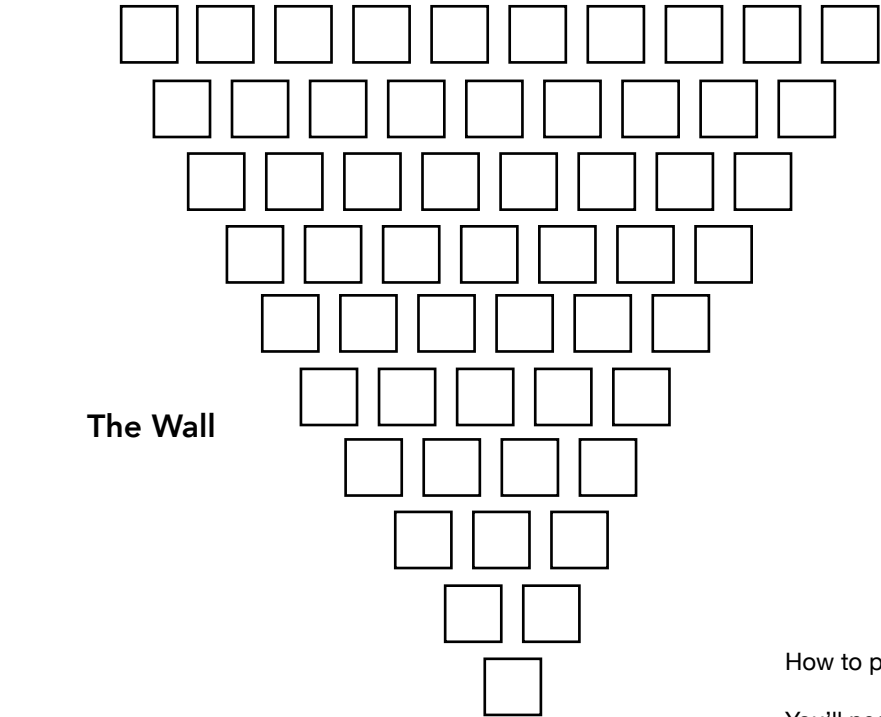
How to play Meltdown

You'll need: a standard deck of 52 cards and two jokers, 3 cubes, and a six sided die.

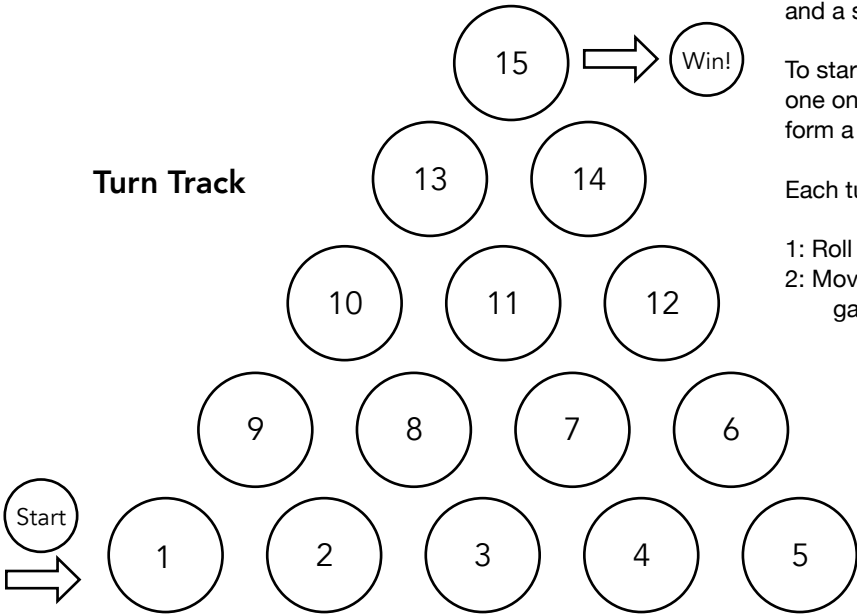
To start, place one cube on the start space of the turn track, and one on any space of the grid. Shuffle the 54 cards in the deck and form a draw pile.

Each turn, follow these steps:

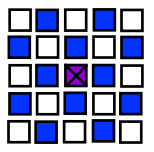
- Roll a Die.
- Move the Grid cube as pictured next to the die, or, once per game take the action given by the die and check it off.
- If 5 cards are out, discard the card in slot 5.
- Move all revealed cards one slot to the right.
- Draw and reveal a new card and place it in slot 1.
- Score the highest poker hand that can be made from the cards out (even if less than 5 cards).
- If no cube is on the hand type, check off the number of boxes on the wall. If all wall boxes are checked you lose.
- Advance the turn track cube (two if Die 4 was checked this roll). If you reach the **Win!** Space, you win.



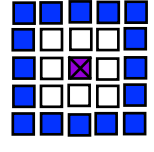
The Wall



Turn Track

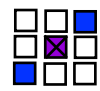
☐ Remove Card

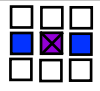
☐ Add fixed cube



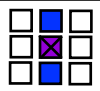

☐ Advance 2 turns

☐ Set next roll

☐ Two moves
(move as 2 then roll a again).

☐ Reroll



If your Grid cube lands on this, you can move it to any other of the same and then to an adjacent grid square.