




## **#1: GAME SETUP**

This is a card game where players play simultaneously. The game is about creating a line of 12 cards that all score .





During setup, each player takes 1 copy of each  and shuffles them to form their own deck that they will draw from during the game. All players start with 2  in their hand.

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## **#2: ROUNDS**

Players play simultaneously. You won't be able to see anything that the other players did, until everyone has finished.

Each round has 3 parts:


1. You draw 2 .
2. Choose 2  in your hand. Offer them to the other player, one revealed and one concealed (put the concealed one face down).
3. From the 2  that the other player offered you, choose between either the revealed card, or the concealed one (that you cannot look at), and add it to your play area. The other player takes the  you didn't choose, and they add it to their play area.

In 3-4 player games, you always alternate which other player you offer cards to. In a 3 player game, you'll offer cards to each other player 3 different times; in a 4 player game, 2 different times.

You will end up adding a total of 2  to your play area each round. When you add a revealed card, put it in your play area face up. When you add a concealed card put it in your play area face down. All cards are added to play areas in order. Keep your play area in two rows: one face up row for revealed cards, and one face down row for concealed cards. You may look at your concealed cards at any time, but not other players.

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## **#3: CARDS**





Each card has a certain value, written next to their name. They also have abilities that may add or subtract . Each card also has a different color, which cards may care about.

Some cards care about adjacent cards. Cards are considered adjacent if it's directly next to each other. For example, your 1st and 3rd card are adjacent to your 2nd card in play.

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#### **#4: SCORING**

Once all players have 12  in their play area, rounds are over. Everyone reveals their concealed cards (keeping them in the same spot). Then they resolve all of their white cards, in any order (which all do something “Before Scoring”).

After everyone has resolved any and all of their white cards, everyone calculates their score by adding up the  on each of their  in play (counting the  from the value and ability). Whoever has the most  wins.