

#1: GAME SETUP

Shuffle the player cards together to form the deck. All players start the game with 8 cards from the deck. Randomly select a starting player.

#2: YOUR TURN

Each turn, you choose two cards in your hand. Reveal one of them to the next player in turn order, and put the other one face down (“concealed”).

The next player chooses which one to add to their play area, and you take the one they don’t take. Whoever takes the revealed card adds it to their play area face up; whoever takes the concealed card adds it to their play area face down (you can still look at your concealed cards at any time). All cards are added to play areas in order. Keep your play area in two rows: one row for revealed cards and one row for concealed cards.

The other player may discard a card from their hand to peek at the concealed card. They only peek at it; whoever takes that card will still add it to their play area concealed. A player can only do this twice a game.

Then the player you offered cards to takes their turn, by offering two cards to the player after them.

#3: CARDS

Cards are worth a certain value, written at the top. They also have abilities that may add or subtract points. Red cards care about the value on cards.

Cards are given a different color, which yellow cards care about. The five colors are: Black, White, Yellow, Red, Blue.

Blue cards care about the next player, which is the player that you offer cards to during the game.

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.

#3: SCORING

Once all players have added 6 cards in their play area, turns are over. Everyone reveals their concealed cards (keeping them all in one row), and they resolve any of their white cards in any order (which all say “Before Scoring” on them).

After everyone has resolve any and all of their white cards, everyone calculates their score by adding up the points on their cards in play, and adding 1 point per card left in their hand (that they didn't discard to peek at a concealed card). Whoever has the most points wins.