They enjoyed the mechanic of taking cards from your opponent, but it might be too advantageous to the player going second, because if the player going first has a good hand and abstains from swapping any cards, the player going second will always take a card from them.

The rules were easy to pick up and understand, nice and simple.

The games lasted about 10 minutes, give or take, which is around the intended length.

They wondered about how the game would work if we played with a full 52 card deck and added more players, but we didn’t have the time to test that.

They mentioned that this would be a game they might be interested in carrying around to play as a time waster, but it wasn’t a game that they would play on TTS or at a game night.