



Setup. Shuffle the cards and deal them so that each player has a **3×3 grid of face-down cards**. The remaining cards form the draw pile. Flip one card from the draw pile face-up to create the discard pile.




Game Turn. Players take turns. On your turn, you must:


- **Take a card** from the discard pile or draw one from the draw pile.
- Then, use it to **replace** a card in your grid (and discard the old one) or discard it and **flip over** a card in your grid.



Removal. As soon as 3 cards of the

same value are adjacent (not diagonally), they are discarded (in any order you choose).

 **End of Game.** Are all your cards flipped? The game ends for you. The others each play one more turn, then all remaining face-down cards are revealed.

 **Objective.** Have the **lowest** score! Each zone of **adjacent cards of the same color** scores the value of the **highest card** it contains. Each **dark card** adds one extra point.