





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 2 cards from the draw pile face-up to create 2 discard piles.





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

- **Take a card** from one of the discard piles 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. Before discarding, look at your card and **choose** the discard pile carefully!

 **Removal.** As soon as 3 cards of the same value are adjacent (not diagonally), **they are discarded (into the discard pile 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.

 **Shuffle and/or rebalance** if one of the 3 piles is empty.