




 **Setup.** Shuffle the cards and deal 4 cards to each player. The rest form the draw pile. You will have **rows of cards** in your **play area**. The top and bottom rows are the **active rows**.


 **Row rules.** Rows are created **only at the top or bottom**, must always remain the **same color**, and are worth **their highest card** in points.


 **Gameplay.** First turn: Play one card to create your first row and draw one card. Subsequent turns:

-  You **must** play a card in an opponent's area to create or increment an **active row**.

-  Play another card in your area to increment a **(active or inactive)** row or create a new row (the former active row must have a card of the same value, **a 10, 11, or 12 cannot be played this way**). You may skip this step by discarding a card. End your turn by drawing 2 cards.

 **End of the game.** When a play area has 4 rows of different colors, the current round finishes normally, and other players each take **one final turn**.

 You may have multiple rows of the same color.

 **Inactive rows.** Place them aside in your area to make space, keeping only the highest value card for each row (the others are discarded).