

1. Components

White Cards (79 cards)

- **Numbered with value** 1–79
- **Points** = tens digit (e.g., 1–9 → 0 pts; 10–19 → 1 pt; 20–29 → 2 pts; ...)
- **Round Rule Icon**: Determines which resolution rule applies
- **Optional Symbol**: Used for end-game set scoring
- **Optional black cards to draw**: Gain draws when scored

Black Cards (36 cards)

- **Hold Cards**: Can be kept until end; grant bonus points & symbols
- **Play Cards**: Attach face-down to any white card to modify its value/effects

Reference Cards (5 cards)

- Show icon definitions and symbol-set scoring table

End-of-Game Card

- **Numbered with value 80**: When revealed in the center, triggers final round
- Cannot be drafted or played

Rulebook

- This document
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2. Objective

Accumulate the highest total score by:

1. **White Cards** you score each round (tens-digit points)
2. **Symbol Sets** from your scored whites & black Hold cards
3. **Black Hold Bonuses** printed on Hold cards

The player with the most points wins!

3. Setup

1. Prepare the White Deck

- Remove the End-of-Game (80) card.

- Shuffle the remaining 79 white cards.
- Insert the 80-card at the position indicated for your player count (printed on the card).

2. Deal White Cards

- Each player draws **3 white cards** into their hand.
- Reveal **(players + 1)** white cards face-up in the center.

3. Deal Black Cards

- Shuffle all black cards.
- Deal **2 black cards** to each player.

4. Place Reference Cards

- Within reach of all players.

5. Select First Player

- Any method (e.g., youngest, random).
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4. Round Sequence

Each round follows these **7 steps**. The active rule (see Section 7) is determined by the icon on the one white card left in the center after drafting.

1. Draw Phase

- In turn order (starting with the first player), each player must draft **1 white card** from the center into their hand.

2. Selection Phase

- All players secretly choose **1 white card** from their hand and place it face-down. White cards not selected remain in their hand for future rounds.

3. Black Card Play Phase

- In no particular order, players may play **any number of Play black cards** onto **any face-down white card** (including their own). Multiple Play cards may be attached to the same white card.
 - Once placed, these black cards are locked in and cannot be moved or removed.

4. Reveal Phase

- All players simultaneously flip over their selected white cards **and** any attached black Play cards.

5. Resolution Phase

- Apply the round rule based on the **icon on the center card left after drawing** to determine which white cards are discarded.
 - **Ties:** Cards with the same effective value are treated as a group and discarded together if they match the rule's condition.
 - **Scored white cards** stay face-up in front of the player.
 - **Discarded white cards** go to the discard pile and do **not** score points.
- **Black Card Draws:**
 - If a scored white card had a **“draw X black cards”** instruction → Draw that many black cards.
 - If a discarded white card had **X Play cards** attached → Draw X black cards.
- **Hand Limit:** Players may not hold more than **3 black cards** after any draws. Discard down to 3 immediately if over.

6. Center Cleanup

- Discard the **one remaining** unchosen white card in the center.
- Refill the center display to **(players + 1)** cards from the white deck. If the 80-card is revealed when refilling the center display, It may not be drawn, but it signals that the next round will be the last one.

7. First Player Pass

- Pass the first player marker **clockwise**.
- Begin the next round from Step 1.

5. End of Game

- The round in which the **80-card** appears in the center is the **final round**.
 - The 80-card stays in place and cannot be drafted.
 - After resolving that round, proceed to **Final Scoring**.
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6. Scoring

1. White Card Points

- Sum of tens-digit values on all scored white cards.

2. Black Hold Bonuses

- Sum of bonus points on your Hold black cards plus any symbols they provide.

3. Symbol Sets

- Combine symbols from your scored white and black Hold cards.
- Score per set of identical symbols:
 - 2 → 2 pts
 - 3 → 5 pts
 - 4 → 9 pts
 - 5 → 15 pts
- ★ **Star symbols** are wild (each substitutes one missing symbol in a set).

Final Score = White Points + Black Hold Bonuses + Symbol Set Points

Tiebreakers

- Most scored white cards wins.
- If still tied: share the victory!

7. Round Rules Reference

After all players draft in the Draw Phase, the **remaining center card's icon** dictates which cards are discarded in Resolution.

Icon	Name	Effect
↑	Standard	Discard the single highest revealed card (including center).
↑↑	Double Up	Discard the two highest revealed cards (including center).
↑↓	High & Low	Discard both the highest and lowest revealed cards (including center).
[Symbol] ↑	Symbolic Up	Count total matching symbols among revealed + center; discard that many highest cards.
≥80	Safe Zone	Discard the highest card ≥80;

(See Reference Cards for icon art.)

8. FAQs & Clarifications

Q1: What if the Black deck runs out?

A: Shuffle the black discard pile to form a new deck.

Q2: Can I exceed 3 black cards?

A: No—always discard down to 3 immediately after any draw.

Q3: Can I play on my own card?

A: Yes! You may attach Play cards to your own white cards.

Q4: How do ties work in discards?

A: Tied cards share the same value; if the rule targets that value, all tied cards are discarded.

