

GARD
(x49)

- Rule } [●●●●●●●]
- Color }
- Number [1, 2, 3, 4, 5, 6, 7]
+ Rule

HAND
(x2-4)

- CARDS
(private)

CANVAS
(x1)

(CARD)
- Rule

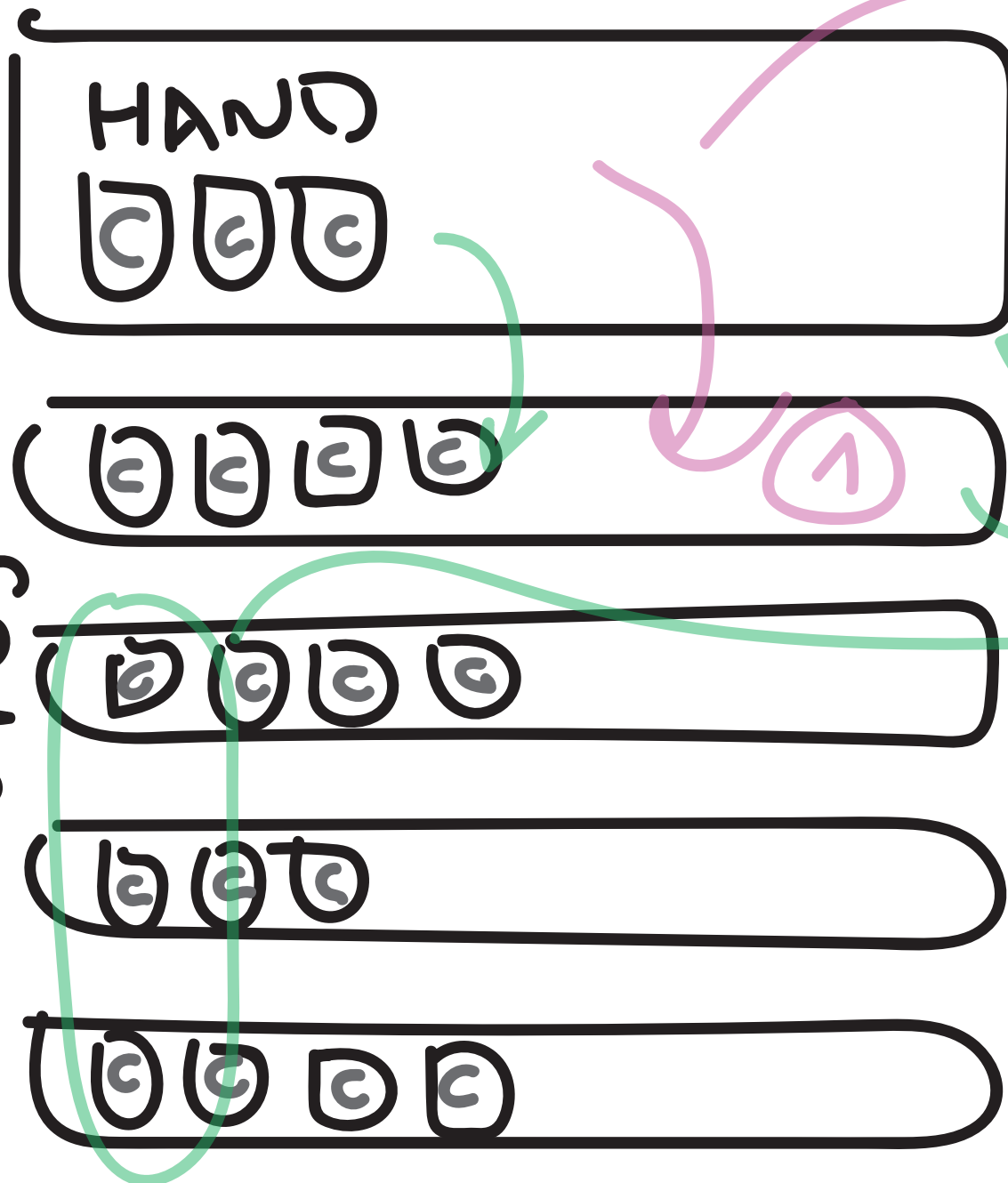
PALETTE
(x2-4)

- ≥ 1 CARDS
(public)

DRAW
DECK (x1)

- CARDS
rest

PALETTE



play to the palette (+ extra rules if 1, 3, 5, 7), win the current game by following the rule with your palette cards



play to the canvas -> change the rules, win the current game because you changed the rule and now your cards are the best

3

1 + 2, play to the palette (+ extra rules if 1, 3, 5, 7) and change the rules, win the current game

4

do nothing, lose the game, THE END (for you)

EXTRA RULES

- ① if your palette has less cards than your opponent, you can steal him/her one and put it on top of the draw deck. If you then play a card to the canvas you get the stealed card to your hand
- ③ if you have space in your hand draw a card from the draw deck
- ⑤ play another card from your hand to your palette. You can still discard to the canvas if you wish after you've finished playing to your palette this turn
- ⑦ discard one other card from your palette to the canvas. It must be a valid discard, as it becomes the new rule. This means you must be winning the new color's game

WINNING RULES ORDER

- ① follow the canva's rule

PALETTE

RULE
↔

CANVAS

- ② if draw:
highest card following the current rule

1 2 3 4 5 6 7
→

6 □ □ > 3 □ □

- ③ if draw:
highest color on the highest card

● ● ● ● ● ● ●
→

6 □ □ > 6 □ □

Rules

- Highest card
- Cards of one num
- Cards of one color
- Even cards
- Cards of all different colors
- Cards that form a run
- Cards below 4