



Rules

Designed by Jorge Zhang

1-8 players
Cooperative
15 minutes

Set Up

Deal 5 cards to each player and put the top card of the deck face-up on the table. This marks the discard pile.

All players should look at their hands. The group should then discuss and appoint a player to go first.

Superpower Expansion

This is optional but recommended. It makes the game easier to win. Deal 1 superpower card to each player at the beginning of the game. This card is not considered part of the hand. Each superpower can be used once per game.

Winning the game

If all players have 0 cards in their hand, the group wins. **If any player cannot make a legal move, the group loses the game.**

On your turn, play a card from your hand

It must match the color of the top card of the discard pile. The played card becomes the top card of the discard pile. You must resolve the text on that card. If not possible (example: playing a card that forces you to discard 1 card when no cards in your hand can be discarded), the group loses the game. You must play a card on your turn: if you cannot, the group loses the game (exception: if you have no cards in hand, you may skip your turn). Once you have played a card from your hand and resolved its effect, your turn is over and the next player (sitting clockwise from you) takes their turn.

Violet, Green, and Orange:

These are always considered 2 colors at once. They can be played when either color is the top card of the discard pile, and either color can be played when it is the top card of the discard pile.

Effect Explanations:

Discard: Take a card from your hand and put it face-up on the top of the discard pile. You do not have to discard the same color as the top card of the discard pile.

Trade: Target another player. You both choose a card from your hand that can be traded and add it to the other's hand.

Give: Target another player. Choose a card from your hand and add it to your opponent's hand.

Trade 2/Give 2/Discard 2: You cannot select the same card twice for this effect. For example, you cannot make a trade and then undo it. You can, however, trade/give a card to 2 different players.

Red cards cannot be discarded, blue cards cannot be given, and yellow cards cannot be traded. Multi-color cards have multiple restrictions.

Other Rules:

All communication is allowed, but players cannot reveal their hands to each other.

Solo Variant: Deal a face-up hand to a dummy player and play as both yourself and as the dummy player.