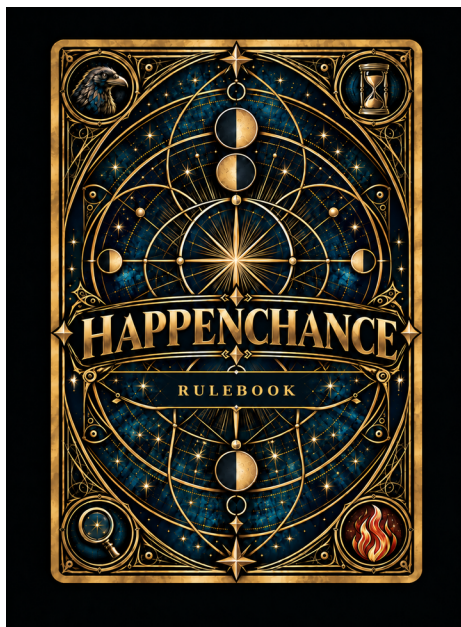




OBJECTIVE & SETUP

OBJECTIVE

Be the first player to get rid of all your cards.

SETUP

- 1 Shuffle all number and action cards together.
- 2 Deal each player 6 cards face down in two rows of 3. Do not look at them.
- 3 Deal each player 10 additional cards face up. Choose 6 to place on top of your face-down cards. The remaining 4 become your starting hand.
- 4 Place the remaining deck face down as the draw pile.
- 5 Flip the top card to start the discard pile. A number becomes the active number. If an action card is flipped, leave it in place - its action does not activate.

6 FACE-UP OVER 6 FACE-DOWN



4-CARD HAND



HOW TO PLAY

On your turn:

- 1 **PLAY NUMBER CARD(S)**
Play one or more matching numbers equal to or higher than the active number. That number becomes the new active number.
- 2 **PLAY AN ACTION CARD**
Play an eligible action card and follow its effect.
- 3 **PICK UP**
Cannot - or don't want to - play? Pick up the entire discard pile. Your turn ends.
- 4 **DRAW BACK TO 4**
After playing, draw enough cards to maintain at least 4 cards in your hand while the draw pile remains.
- 5 **PROGRESSION**
Once the draw pile is empty, finish your hand before moving to your face-up cards.

HAND -> FACE-UP -> FACE-DOWN

MATCH BURN

4+ consecutive matching number cards clear the discard pile.

Matching cards may be played together or accumulate across multiple players.

The player whose play brings the uninterrupted sequence to 4 or more completes the Match Burn.

CLEAR THE PILE -> PLAY AGAIN

An action card or different number breaks the sequence.



8 -> 8 -> 8 -> 8 = MATCH BURN

8 -> 8 -> REVERSE -> 8 -> 8 = NO BURN

NUMBER CARDS

Normally, play one or more matching number cards equal to or higher than the active number.

NORMAL PLAY



8 is active. Play 9 -> 9 becomes active.

UNDER



The next number must be equal to or lower than 6. Action cards may still be played.
UNDER stays active until a legal number is played, RESET clears it, or BURN clears the pile.

ACTION CARDS

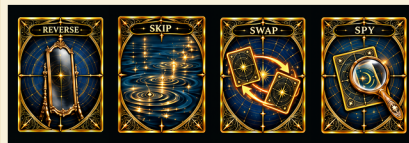


BURN
Clear pile. Play again.

WILD
Only Wild, Burn or Reset follows.

RESET
Clear restrictions. Next player may play any card.

UNDER
Next number must be equal or lower.



REVERSE
Reverse direction. 2 players: play again.

SKIP
Skip next player. 2 players: play again.

SWAP
Swap face-down cards. No peeking. Play again.

SPY
View one opponent face-down card. Play again.

FACE-UP & FACE-DOWN PLAY

FINISH YOUR HAND

Once the draw pile is empty, play until your hand is empty.

FACE-UP

Choose any legal face-up card(s). Matching face-up cards may be played together.

IF YOU PICK UP

The discard pile becomes your hand. Empty your hand before returning to your face-up or face-down cards.

FACE-DOWN

After your face-up cards are gone, choose one face-down card and flip it without looking.

IF LEGAL

Play it normally. Action effects activate normally.

IF NOT LEGAL

Add the flipped card and the entire discard pile to your hand. Empty your hand before returning to your remaining face-down cards.

WINNING & QUICK REFERENCE

WINNING THE GAME

First player to successfully play all cards from HAND -> FACE-UP -> FACE-DOWN wins.

If your final card has an action, complete its required effect first. A Play Again effect does not prevent the win.

QUICK REFERENCE

- **NUMBER PLAY**
Equal to or higher.
- **PICK UP**
Take the entire pile. Your turn ends.
- **DRAW**
Maintain at least 4 cards while the draw pile remains.
- **MATCH BURN**
4+ consecutive matching numbers. Clear the pile and play again.
- **ACTION CARDS**
Follow their effects and any active restrictions.
- **FACE-DOWN**
Flip only one card at a time.

NOTHING IS CERTAIN UNTIL THE LAST CARD