

The goal is to be the first to reach 10 points. Each turn players draw until they have 4 cards they can then (once each):

- activate the effect of a card from their hand, then the card get Discarded
- claim a card from their hand

**Claim** : place the card in front of the player visible to everyone its value is added to the player score, unless specified its effect will not trigger

**Discard** : Add the card to a pile next to the deck

**Shared Deck (Deck)** : Pile of card where player draw, if empty all cards in the Discard are shuffled and added to the Deck

A player is “Targeted” when the target is his Hand or his Claimed cards.  
When Black gets removed from a player’s claimed card it’s effect gets removed too.  
When a card select a player depending on its point and 2+ players have the same amount, user choose.

32 Cards:  
6 [Draw 1 card]  
2 of each others









