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.

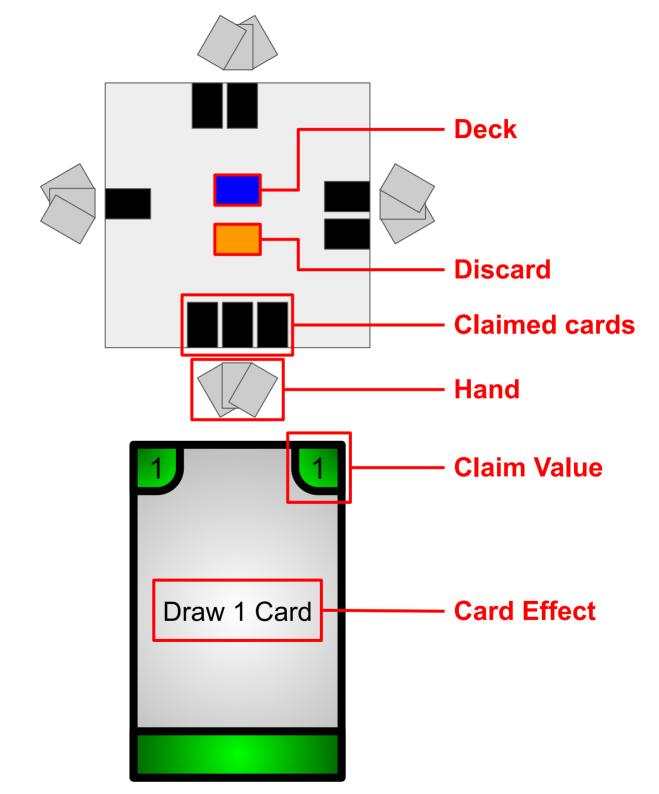
When Black gets removed from a player's claimed card it's effect gets removed too.

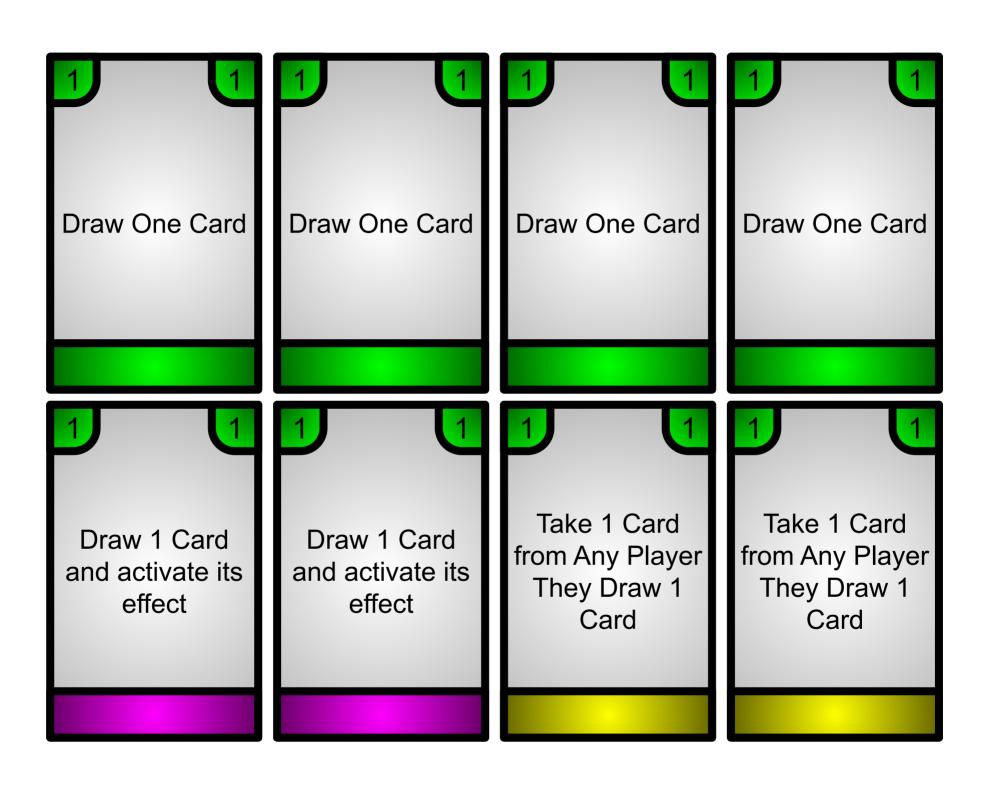
When a card select a player depending on its point and 2+ players have the same amount, user choose.

32 Cards:

6 [Draw 1 card]

2 of each others

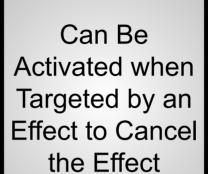












Can Be
Activated when
Targeted by an
Effect to Cancel
the Effect



Select 2 players they both exchange 1 Card



Select 2 players they both exchange 1 Card



Select 1
Claimed Card
from Anyone
and activate its
effect



Select 1
Claimed Card
from Anyone
and activate its
effect

