

RULE BOOK

Official Game Rules

Avoid penalty points. Control the rows. Finish with the lowest score.

PLAYERS	CARDS PER ROUND	GAME END	WINNER
2-6	10 per player	64+ points reached	Lowest total score

This rule book contains the complete gameplay flow, scoring system, Action Card effects, and key interaction rules.

1. Objective

Collect as few penalty points as possible. The game is played over multiple rounds. At the end of every round, each player adds the penalty points from the cards they collected to their running total.

The game ends when at least one player reaches 64 points or more. The player with the lowest total score wins.

2. Cards and Penalty Points

Each Number Card has a number and a penalty value. The number determines when and where the card is played. The penalty value is shown by the icons on the side of the card and is also color-coded.

COLOR	PENALTY VALUE
Pink	1 point
Green	2 points
Blue	3 points
Purple	5 points
Red	8 points

Whenever you collect a row, add the penalty points of every card in that row to your score for that round.

3. Setup

- Shuffle all 64 cards.
- Deal 10 cards to each player. Players may look only at their own cards.
- Place 4 cards face-up in the middle of the table. Each card starts one of the 4 rows.

4. Playing a Turn

- **Choose:** Each player secretly chooses one card from their hand and places it face-down.
- **Reveal:** All players reveal their chosen cards at the same time.
- **Resolve:** Cards are normally resolved from the lowest number to the highest number.
- Each card is fully resolved before the next card is played.

5. Placing a Number Card

Place the card on the row whose last card has the **highest number that is still lower than the played card**.

Example: If the rows end in 12, 28, 47 and 63 and you play 50, the 50 is placed after 47.

6. The Sixth Card Rule

A row can normally contain a maximum of 5 cards. If your card would become the 6th card in a row, take the 5 cards already in that row as penalty cards. Your played card stays on the table and becomes the new first card of that row.

7. If Your Card Is Lower Than Every Row

If your card is lower than the last card in every row, choose any one of the four rows and take all of its cards as penalty cards. Your played card then becomes the new first card of that row.

8. Action Cards

Action Cards are resolved by their card numbers. They are always activated from lowest to highest, except where the Decreasing card changes the play order.

BLOCK	Pick a row to block. No one can place a card there this round, including you.
SHIELD	This card can be placed as the 6th card in a row without taking the row. If it is lower than the last card in every row, you may place it in any row without taking any cards.
DECREASING	For this round, cards are played from highest to lowest.
SWITCH	After revealing your card, you must swap it with another player's card.

9. Action Card Interactions

Activation Order

Action Cards are always activated from lowest to highest.

Multiple Action Cards

If multiple Action Cards are played at the same time, all effects apply. No Action Cards cancel each other out.

Two Switch Cards

If two Switch Cards are played, the lower card switches first, then the higher card, even if a Decreasing Action Card is in play. Cards can be switched back.

Multiple Decreasing Cards

If multiple Decreasing Action Cards are played, the round is reversed only once. Additional Decreasing cards have no effect.

Block + Switch

If a Block Card and a Switch Card are played, the lower card resolves first. If the Block Card is switched after its effect is applied, only the card is switched, not the action.

10. End of a Turn

After every revealed card and Action Card has been resolved, each player chooses another card from their remaining hand. Reveal simultaneously and repeat the same process. Continue until all players have played all 10 cards.

11. End of a Round

Once all players have played their 10 cards, the round ends. Each player counts the penalty points on the cards they collected and adds them to their total score. Cards still remaining in the four rows are not collected by anyone.

12. Starting a New Round

If the game has not ended, shuffle again, deal 10 new cards to each player, place 4 new starting cards, and repeat the same process. Scores carry over from one round to the next.

13. End of the Game

At the end of a round, if at least one player has reached **64 points or more**, the game ends. Compare all total scores. The player with the **lowest total score wins**.

The goal is not to reach 64 - it is to stay below it.