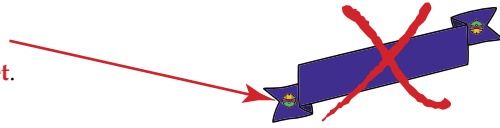


FIRST PLAY - QUICK START

Setup:

- 1) Remove all cards with symbols on their banners. The remaining 53 cards will make up the **Base Set**.
- 2) If playing with 4-6 players, add back in the 15 cards that have a ♥ on their banners (**Expansion #1**).
- 3) Deal 9 cards facedown to each player and put the rest of the deck into the middle of the table as the **Draw Pile**.
- 4) Each player makes 3 **Stacks** of 2 facedown cards & keeps the remaining 3 cards private to make up her hand. (It's helpful to keep pairs together in your **Stacks**.)
- 5) To determine who starts, each player simultaneously flips up a top card from 1 of her **Stacks**. Highest goes first. (pg. 10-11)



! Some cards have abilities. (pg. 19-20)



Card order from lowest to highest is:
2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A

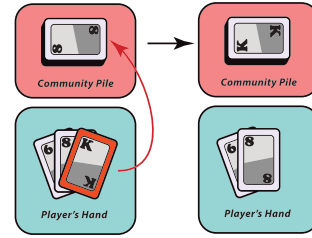
- 6) Flip the top card of all **Stacks** for each player faceup. (Sample Play Area demo on pg. 8)

Continued on the other side of this card...

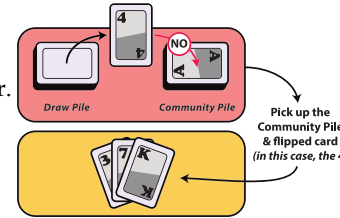


Phase 1:

- 1a) Play a card (or pair, three-of-a-kind, etc.) from your hand onto the **Community Pile**. The card(s) you play must be at least the same value (or higher) than the current top card of the **Community Pile** unless a card ability says otherwise. (pg. 12) Any card can be played on the **Community Pile** when it is empty. (Card abilities are found on pg. 19-20)
 - 1b) Take card(s) from the **Draw Pile** until you have 3 cards in hand again. Then your turn is over.
- OR
- 2a) If you **cannot** play a card of equal or higher value than the top card of the **Community Pile** (or you choose not to), reveal the top card of the **Draw Pile** and attempt to play it.
 - 2b) If the revealed card can be played, play it and your turn is over.
- If the revealed card **cannot** be played, pick it up with the whole **Community Pile** and add it to your hand. Then tuck 1 card from your hand **face-down** under any of your **Stacks**. Then your turn is over. (Example on pg. 14)



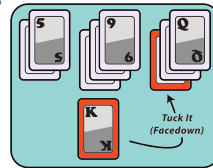
If the player before you played a pair, you can still play a single card.



- ! If you ever make 4-of-a-kind on top of the **Community Pile**, you get a bonus! (pg. 23)
- When the Draw Pile is empty, move on to Phase 2!**

Phase 2:

- 1) You may now tuck cards from your hand **face-down** under your **Stacks**. They don't all have to be tucked under the same **Stack**. (pg. 15)
 - 2a) If you kept any cards in your hand, you must make a play from them.
 - 2b) If you don't have any cards in hand, play from the top of one of your **Stacks**. (You can still play pairs if they are on top of one another on the same **Stack**.) (pg. 16)
- OR
- 3) If you can't make a play, pick up the **Community Pile** into your hand and tuck 1 card. (pg. 17)



A player wins by being the first to have no cards in her Stacks!