

Game Setup

Each player chooses a **different card color**, then creates a hand of **six cards** in their color. (Only the cards in players' hands are used to play.) Players look at their own cards during play.

Player Order

The player who most recently complimented someone decides who is the **First Player**. Players take turns in clockwise order.

How Turns Work

- **On the game's first turn**, the **First Player** places one card from their hand face-up onto the center of the play field, then **ends their turn**.
- **From then on**, when it is your turn, perform the following **two steps**:

Step 1 • Card Placement

Place one card from your hand face-up onto an empty space next to the **top**, **bottom**, **left**, or **right** of any one or more cards on the play field. (You can place cards next to your own cards.)

- **Cards being placed must follow two rules:**

- (1) The card **must** be placed **long side to long side** and/or **short side to short side** next to any other card(s). (The card can be oriented **right side up** or **upside down**.)
- (2) Each number on the card **must match** any number it is next to.

* If you **cannot** place a card, you **must** remove one card in your hand from the game, then **end your turn**.

Step 2 • Card Swirling

Swirl (rotate 180 degrees) every card your newly-placed card **matched numbers with**, then **end your turn**.

* **Swirling cards do not need to match numbers** with the cards next to them, and **do not** cause other cards to **Swirl**.

End of Game

The **game ends** after all cards have been played.

To **determine the winner**, each player adds up all the numbers on their cards **that are not next to another card**. The player with the highest number total (aka the most points) wins! **If it is a tie game, play again!**

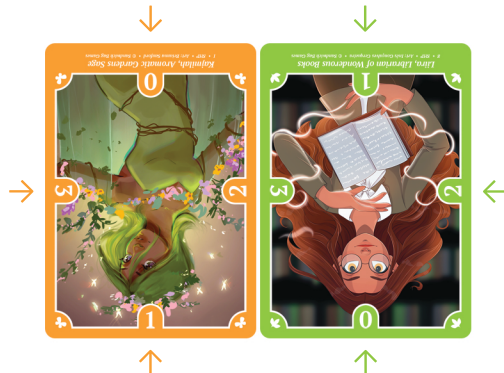
* **Competitive Scoring Mode:** Play enough games to let each player be the **First Player** once, then each player combines all their points from all the games played. The player with the most points wins!



Example: The left card can be placed next to the right card because they will be **long side to long side** next to each other, and **their 2's will match**. It is okay that the left card is oriented **upside down**.



Example: Because the left card matched 2's with the right card, the right card gets **Swirled** (rotated 180 degrees). Since the right card is **Swirling**, it is okay that the 2 and 3 now next to each other do not match.



Example: The left card has a total value of **four points** (0 + 3 + 1), and the right card has a total value of **three points** (1 + 2 + 0). The 2 and 3 next to each other are **not** counted.