

MASTER OF THE GREEN UNIVERSE



GREEN DEAL

Protect your GREENS from your opponents who send Donut-Cops, Thieves & Aliens.



Rules in other languages



greendeal-thegame.com/rules

Made in EU
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All characters of the GREEN UNIVERSE are purely imaginary.

1. The pack

Green ↘ **Deal** △

8 x Bud
8 x Joint
8 x CBD Oil
8 x Lemonade
8 x Haze
8 x Cookie
8 x Plant
8 x Rosin

4 x Deal

Defense ✕

5 x Corruption
5 x Hide
4 x Skunk
4 x Space Gun

Special ○○

3 x Steal 2

Attack ↗

4 x Alien
4 x Thief

The goal

Protect your Greens, attack fellow players & gain points. After the 4th Deal the player with the highest score wins & will be crowned Master of the Green Universe.

2. On hand

Preparation

Separate Green, Deal, Attack, Defense, Special & mix the separated stacks well.

Optional when playing with max. 3 players:
Keep only 5 of the 8 different Greens in the game.
For example all: Cookie, Haze, Plant, Bud, Joint.

Hand out cards faced down for each player

1 x Green Queen
4 x Greens
1 x Attack

Take remaining Green Queens out of the game.
Now mix all cards & put them facing downwards on Mix Pile.

3. How to play

Choose who starts.

For example: the one who rolled the last joint or the one with the biggest middle finger.

During your turn

First, if you have matching GREENS, put them face up in front of you. For example: 2 x Joints
Having a pair puts you **in business**. You score 1 point per matching pair when a Deal is drawn.

Now you can interact with other players

You can Attack other players who are in business or play a Steal 2. **Finish your turn** by drawing a card from any Pile (Mix Pile or later also Green Pile).

Deal or Draw 2 cards have to be played immediately! Show them face up.

Draw 2: Draw 2 new cards from either Pile. Take the Draw 2 card out of the game.

4. Attack

Use Attack cards to destroy another player's business or even better, secure all of their pairs for yourself & take over your opponent's business.

When you take over your opponent's business, put their Greens immediately in front of you. Now they are part of your business.

During your turn, you can attack as many players as you want. One attack goes for one player! **Exception:** Alien wants all Greens & attacks all players in business, except for you.

Take played Attacks and Defenses out of the game.

Attack	Defense	Damage
Alien	Space Gun Green Queen	Destroy all
Thief	Skunk Hide Green Queen	Take all
Cop	Corruption Skunk Hide Green Queen	Destroy all or take all

Watch out for the Cop:

When you attack with a Cop but the attacked player can't defend their business, you can play Corruption. A corrupted Cop saves the Greens for your business. If you can't play Corruption, other players in row have the chance to play Corruption & save the Greens for themselves.

Green Pile

Destroyed Greens are shuffled & put facing upwards on the Green Pile! Players now can choose to either draw from the Green or Mix Pile.

Steal 2

Play this card during your turn. Choose one player & steal 2 cards from their hand. No shuffling allowed!

5. Deal

When you draw a Deal show it immediately!
Everybody in business receives 1 point for each Green pair. Write down the points, collect all Green matches & mix them into your Green Pile. After drawing Deal, draw again from either Pile! If no player is in business the Deal still counts. Nobody gets any points. After the 4th Deal add the points for each player. The player with the most points becomes Master of the Green Universe.
In case of a stitch: Mix one Deal back into the Mix Pile.