GAMEPLAY GUIDE





Join forces with others to block a player from winning by forming alliances or engaging in turf wars.

PLAYER 4





Save your power cards for the most opportune moments to maximize impact and use punishments strategically to hinder other players.

PLAYER 3



PLAYER 1

The player who dealt starts the game by either rewarding or punishing the next player, depending on the turned-over card







The next player must face the consequences of a power card.

PLAYER 2





The primary aim of the Rapid Fire Gameplay is to be the first player to get rid of all cards in your hand by strategically playing power cards and matching the shape or number in the center.

Request any shape or number from the next player. Can block "Pick 2". Can play over any card.



Every other player picks 1 card from the "General Market". Can play over same shape.



Next player misses a turn or double-step by playing same shape after 1 or multiple 8's.



Next player "Picks 2" from the "General Market". Can stack for next player to "Pick 4".



Next player misses a turn. Can play over same shape and number. Cannot block any cards.



POWER CARDS