

2–4 players

20 min

GAME RULES

GAME OVERVIEW

Each round, the Active player flips several Number cards face up in a row and splits it into three Parts. Each player secretly votes for one Part, but they get it only if there are no other players voting for it. At the end of the game, the majority of the cards with the same number scores that number of points and the player with the highest sum wins.

GAME COMPONENTS

- 70 cards of the Main Deck:

- 55 Number cards with numbers from 1 to 10 (the number of copies equals the number on the card: one one, two twos, and up to ten tens)

- 15 Joker cards

- 12 Voting cards (4 identical sets with different-colored backs, 3 cards each)

- 2 Dividers

GOAL OF THE GAME

Collect cards with numbers from 1 to 10 based on the fact that the majority of the cards with the same number will score you that number of victory points. Remember though: the higher the number is, the more cards are in the game, thus it will be harder to get the majority!

SETUP

Each player gets 1 set of 3 Voting cards.

Shuffle all cards of the Main Deck (Numbers and Jokers) and place them face down in the middle of the playing area.

Choose the first player randomly and give them 2 Dividers.

HOW TO PLAY

The game is played over a series of rounds with the role of the Active player shifting from the first player to the next one in clockwise order.

Dealing a row

At the beginning of the round, the Active player:

1) deals a row of cards from the Main Deck, face up, dealing 1 card at a time from left to right:

7 cards for a 2- or a 3-player game or 9 cards for a 4-player game

Important: The order of the cards in the row can't be changed!

2) divides the row into 3 Parts (white, blue and black) by the Dividers in any way, with each Part containing at least one card.

Example: Jane, David, Max and Kate are playing the game together. Kate is the Active player and she reveals 9 cards. Then, she decides to divide the row into the white Part with 3 cards, the blue Part with 2 cards, and the black Part with 4 cards.



Only for a 2-player game: When the row is divided by the Active player, the second player discards one Part of their own choosing.

Voting

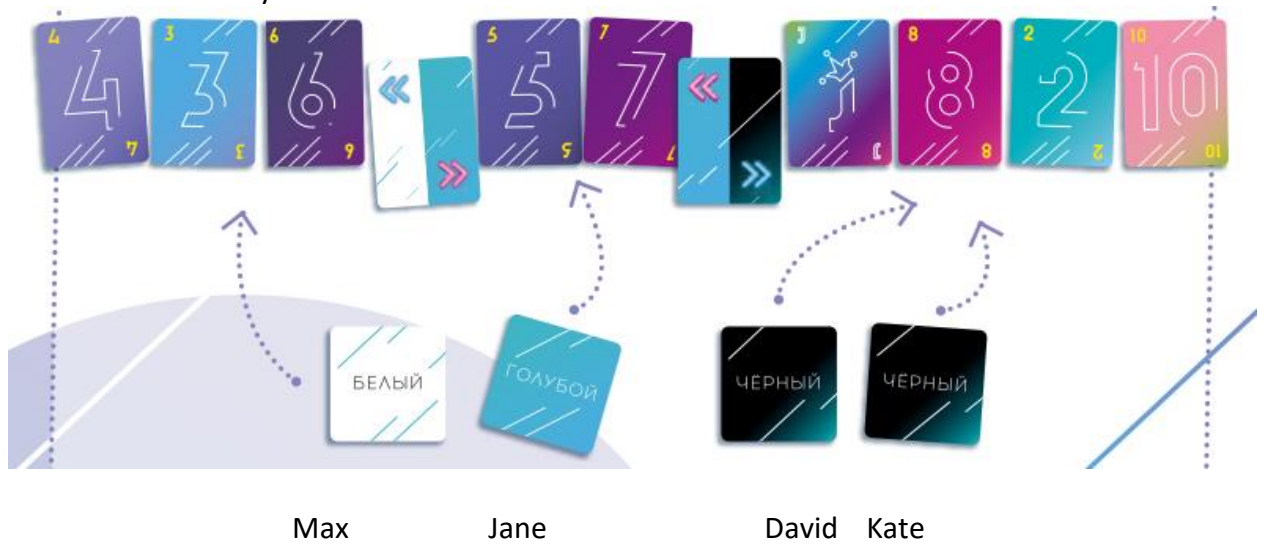
Then each player (including the Active player) secretly chooses one Part they would like to get, and places a Voting card of the corresponding color in front of themselves, face down. Whenever all players are ready, all Voting cards are revealed.

Distributing the cards

Then, the players proceed with distributing the cards:

- if no one wants a Part, its cards are discarded,
- if one player wants a Part, they get all of the cards within it and put them in front of themselves, face up,
- if two or more players want the same Part and it contains:
 - three or more cards, then this Part is divided into three smaller Parts at the Active player's discretion, and there should be an additional round of Voting and Distributing the cards among those players,
 - two cards, then this Part is divided in two by one Divider, and there should be an additional round of Voting and Distributing the cards among those players,
 - one card, then it is discarded and the players get nothing.

Example: The guys have voted and revealed their Voting cards. The white Part goes to Max, the blue Part is taken by Jane.



Since David and Kate voted for the black Part together, Kate, as an Active player, divides 4 cards into 3 new Parts: white with a Joker and eight, blue with a two and black with a ten. David and Kate vote again, and according to the results Kate takes two cards of the white Part, and David ends up with a ten.



Note: In a 4-player game, there can be a situation when two players vote for one Part and the other two players vote for another Part. In that case, the Active player should run two separate additional rounds of dividing, voting, and distributing the cards.

Getting the cards

After receiving the cards, the players place them face up in front of themselves. The cards should be grouped by the numbers on them — thus, there can be a maximum of 10 stacks in front of each player.

A Joker can be attached to the already placed cards only. If a Joker happens to be the first and only card taken by a player, then it's assigned to the first Number card that player gets. You may not reassign your Jokers to any other stacks during the game!

Note: In case of a disagreement among players, they should add their cards in clockwise order, starting from the player sitting on the left of the Active player.

Once a player gets a Part, they can no longer get any other Parts during the round and must wait for a new round to start.

END OF ROUND

A round ends either:

- when each player has received a Part OR
- when there are no cards left in the row.

The player to the left of the Active player becomes the new Active player: they take the Dividers and prepare for a new round.

END OF GAME AND SCORING

If the last cards from the Main Deck are dealt in a row (in a 4-player game, the last round is played with 7 cards instead of 9), the players finish the current round and the game ends. Then, each player counts the number of cards with every number in their possession, starting with the lowest.

Whoever has the majority of cards within a number, slides one card with that number closer to the middle of the playing area — this indicates the number of victory points scored by that player. All other cards with that number are discarded.

Example: Max has a majority in fives and eights. He scores $5+8=13$ victory points.



In case of a tie, all players with the same number of cards with that number score the number of points equal to the number on those cards.

After determining the majority within all numbers, the players tally their victory points, and the player with the highest sum wins the game. In case of a tie, the player who has more different numbers wins.

Game Designer: Igor Ganzha
Game Development: TEMABREW Studio
<http://temabrew.com>
Design and Layout: Lesya Yatsko