

# © STREAK

## OVERVIEW

A **streak** is a series of five of the same colored token in any direction (*including diagonally*) on the table. When using a corner, you only need four tokens to complete a streak, as it is considered a common token. Be the first player or team to complete the required number of streaks to win!

For **two** player or teams you must score **two streaks**.

For **three** players or teams you must score **one streak**.

## SETUP

Deal the following number of cards to each player:

2 players	7 cards
3 players	6 cards
4 players	6 cards
6 players	5 cards

## HOW TO PLAY

Each player on their turn selects a card from their hand and places it face up on the discard pile in one of the following scenarios:

### Number Card

Place a token on the matching card on the table. Each card appears twice on the table, and a player can play on either one as long as it's not already occupied by a token.

### Plus Cards (+1)

Plus cards are wild, allowing a player to place a token on any open space on the table.

### Minus cards (-1)

A minus card allows you to remove one of your opponent's tokens from the table unless it belongs to a completed streak.

### Trade

If both spaces on the table are covered by a token already, you may draw a new card and restart your turn.

Once you have completed your turn, draw a card from the draw pile to replenish your hand. If you fail to do so before the next player completes their turn, your hand is permanently one less. If the draw pile does not have sufficient cards, shuffle the discard pile to create a new draw pile. Play then moves in a clockwise direction.

## END GAME

Once a player or their team completes the required number of streaks, they win the game. If you are playing a setup that requires two streaks to win, they may intersect and share a space on the table.