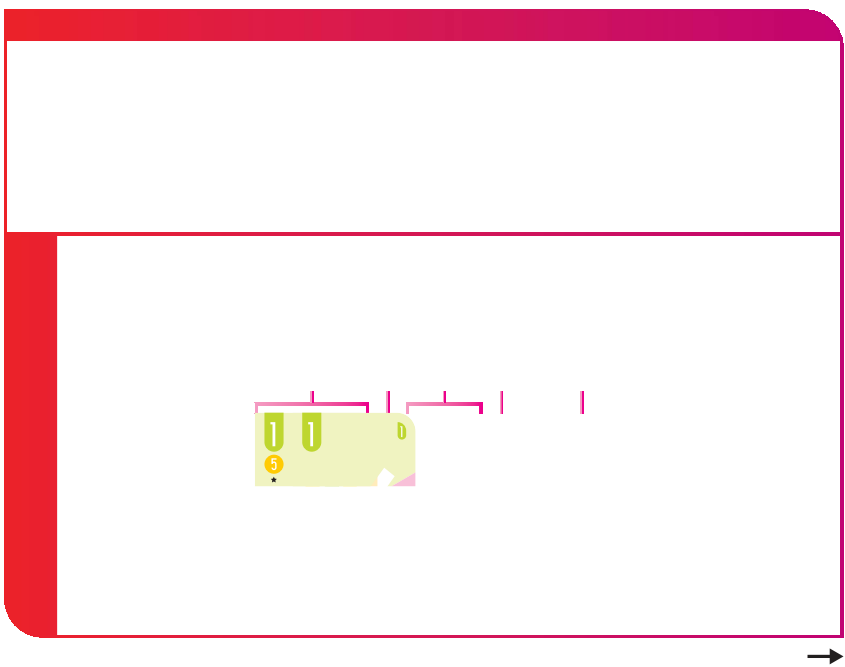
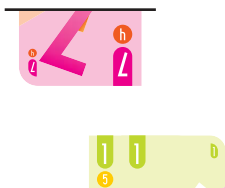






D

ROTATE ALL THE CARDS IN YOUR HAND



This action simply involves rotating all the cards in your hand, swapping their active and inactive values.

EXAMPLE



END OF THE ROUND

The first player to play the last card(s) from their hand **wins 2 points** and **takes no more turns** this round. However, their cards remain in front of them for one set of turns before being discarded (when it would have been the player's next turn).

If a higher-value set beats them while they are still in play, those cards are simply discarded. **The second player** to play their last card(s) **wins 1 point**, and the round ends immediately.

END OF THE GAME

The first player to get **4 or more points** immediately wins the game.

2-PLAYER GAME

Setup: Remove all cards with the ☹️, 😊, and 😐 symbols.

Each player places 2 Player Aid cards of the same color in front of them as shown to the right.

Before each round, shuffle the cards and deal them all out between the players.

Each player takes **two consecutive turns**:

- ▶ One for Play Area 1;
- ▶ Then another for Play Area 2.

For each of these turns, discard any set in the related Play Area, then perform 1 action.

A player may have up to two sets in front of them: one in each Play Area. Since a set can conflict with any other set of the same size on the table, **your sets could conflict with sets belonging either to you or your opponent.**

Exception: The player with the card featuring the ★ symbol begins the round with **only one turn**, using their Play Area 2 (to their left).

When a player has played the last card(s) from their hand, they immediately win the round. **The first player to win 2 rounds wins the game.**