



Players: 2     Deck: 4 each of 13 cards

The dealer deals 5 cards to his opponent and 6 cards to himself. The remaining cards are placed face down as the stock pile. Play begins with the non-dealer.

On his turn a player may take only one of these actions:

- Draw a card from stock to his hand
- Play a point card on his side of the table increasing his points in play
- Play a point card of greater value against an opponent's point card in play putting both in the discard pile and reducing his opponent's points in play. In the case of cards having the same point value, the number of bars indicates their relative value with more being higher.
- Play a non-point card on his side of the table
- Play a point card as a special effect and place it face up in discard

On his opponent's turn a player may opt to play a 2 to cancel before it begins, the effect of his opponent's card. In this instance the first player may counter the counter with his own 2 &c.

The object of play is to be the first player with 19 points in play. The X card reduces this number from 19 for the player who controls it.

Cards:

- 1 – Both players discard all point cards in play (not in hands)
- 2 – Discard any non-point card in play OR  
Play during your opponent's turn to discard his card before it goes into effect
- 3 – Retrieve any card from the discard pile to your hand
- 4 – Your opponent must discard 2 cards of his choice from his hand
- 5 – Draw 2 cards from the stock pile
- 6 – Both players discard all non-point cards in play (not in hands)
- 7 – Draw 1 card from the stock pile and play it immediately
- 8 – Return any non-point card to the top of the stock pile
- 9 – No special effect
- W – Opponent must play his hand open while this card is in play
- X – Player with this card in play needs only 13 points to win, 9 points if he has 2 in play, 6 points with 3 and 4 points with 4 in play
- Y – Opponent may not use cards that attack a single card against any other card in play (a second Y card in play protects the other)
- Z – Played on a point card to transfer ownership to the opposite player

