

SETUP

- 1) Separate cards into three stacks:
 - a) All **Red Face Cards** (Designate as **Player 1 Face Deck**)
 - b) All **Black Face Cards** (Designate as **Player 2 Face Deck**)
 - c) All **Number Cards** (Designate as **Resource Deck**)
- 2) One card is drawn from the **Resource Deck** and placed face-up in the center of the table. Taking turns, each player draws a card from the **Resource Deck** and places it face-up, adjacent to a previously-placed card.
 - a) An **Even Card** may only be placed horizontally to a card of the same color *or* vertically to a card of the opposite color.
 - b) An **Odd Card** may only be placed horizontally to a card of the opposite color *or* vertically to a card of the same color.
- 3) Once all **Number Cards** have been placed on the table, designate the placed cards as the **Map**. Each player then chooses a **King**, **Queen**, or **Jack** and places it face-down in the **Map**, adjacent to any **Number Card**.
- 4) Each player sets their **Face Deck** aside in easy reach.
- 5) Each player reserves space for their hand (currently empty) which is designated as their **Resource Pool**.
- 4) Players reveal their starting **Face Card** by turning it face-up, and begin the game.

TURN STRUCTURE

- 1) The player may do *one* of the following:
 - a) **Swap** the position of one of their **Face Cards** with an adjacent **Number Card**.
 - b) **Swap** the position of one of their **Face Cards** with a friendly **Ace** anywhere in the **Map**.
 - b) **Sacrifice** a same-color **Number Card** from their **Resource Pool**, permanently removing that card from the game, to swap a **Face Card** of the same suit a number of times equal to the sacrificed Number Card.

c) **Spend** opposite-color **Number Cards** from their **Resource Pool**, permanently removing those cards from the game, to place a **Face Card** from their **Face Deck** adjacent to one of their **Face Cards** in the **Map**.

Number Cards totalling exactly **7**: Place a **Jack**.

Number Cards totalling exactly **8**: Place a **Queen**.

Number Cards totalling exactly **9**: Place a **King**.

Two prime **Number Cards**: Place an **Ace**.

2) For each **Face Card** the player has in the Map, they may do *one* of the following:

a) **Consume** an adjacent **Number Card**, moving that **Number Card** to the player's **Resource Pool**.

b) **Build** by placing a **Number Card** from the **Resource Pool** into the **Map** adjacent to the player's **Face Card**.

c) **Confront** an adjacent enemy **Face Card**, and permanently remove the losing **Face Card** from the game.

A **Jack** may **Confront** only an enemy **Face Card** directly above it, relative to its player.

A **Queen** may **Confront** only an enemy **Face Card** to either side.

A **King** may **Confront** any adjacent enemy **Face Card**.

An **Ace** may **Confront** only on a diagonal, but is not limited to *adjacent* enemy **Face Cards**.

To resolve **Confrontations** between **Kings** and **Queens**, compare **Resource Pools**:

(Tie-break by comparing suits, and then if a tie remains, by flipping a coin.)

King: Add up all **Number Cards** in the player's **Resource Pool** of the player's color.

Queen: Add up all **Number Cards** in the player's **Resource Pool** of the **Face Card**'s suit, regardless of color.

To resolve **Confrontations** where an **Ace** is the aggressor:

Flip a coin to resolve. A loss does not remove the **Ace** from the **Map**.

If the **Ace** is not the aggressor, it loses.

To resolve **Confrontations** involving **Jacks**:

Jacks have a fixed **Resource** value of **5**, and the aggressor wins unless a low-suit **Jack** confronts a high-suit **Jack**, in which case a coin is flipped.

VICTORY AND LOSS CONDITIONS

A player is victorious if:

Every **Number Card** in the **Map** is of that player's color.

A player has lost if:

There are no **Face Cards** of that player's color in the **Map**.