



HOW TO PLAY

01 The Setup

Deal 9 cards each: 3 face-down, 3 face-up on top, 3 in hand. Swap any face-up cards with hand cards before play. Dealer asks left: 'Do you have a 4?' First player with a 4 goes first; if none, try 5, 6, etc.

02 Your Turn

Play a card from your hand that meets or beats the top discard. Multiple cards of the same value are fine. If you can play — you must. Can't beat it? Pick up the entire discard pile.

03 Draw Up

While the draw pile lasts, keep 3+ cards in hand. Play 1, draw 1; play 2, draw 2. Pick up the discard pile? Those cards are now your hand — no drawing until you're back below 3.

04 Can't Play? Pick Up.

Pick up the whole discard pile. That's your new hand. If you can play, you must.

05 The Endgame

Draw pile gone? Play face-up cards. Can't play one? Pick up the pile — you must clear your hand before returning to face-up cards. Once face-up cards are cleared, blindly flip one face-down card per turn. Unplayable? Pick up everything. Clear your hand first before flipping another.

06 Many Win. One Loses.

Players exit as they clear their cards. Last player still holding cards loses and deals next round.

Natural 4-of-a-Kind played in a row clears the pile — last player gets a free turn. A 3 (Mirror) interrupts the streak.

WILD CARDS

2 — Make It Low

Resets the pile. Next player can play ANY card, even the lowest in their hand. You can never play a 2 on a 3.

3 — Mirror

Becomes whatever card it covers. Play a 3 on a King — next player needs a King or better. Note: a 3 played into a streak does NOT count as a natural 4-of-a-kind clear.