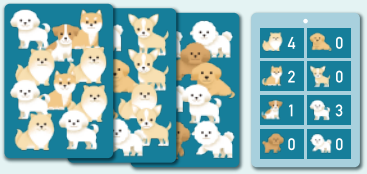
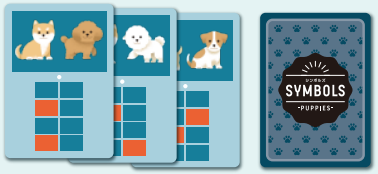
Components

●42 Picture Cards Front Back



●28 Prompt Cards Front Back



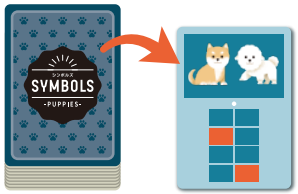
Setup

Shuffle all Picture Cards and place them face up on the table. This area is called the Play Area.

Shuffle all Prompt Cards and place them face down in a deck.

How to Play

1 Any player reveals the top Prompt Card.



2 All players search the Play Area and quickly choose the Picture Card they believe contains the most of the two symbols shown on the Prompt Card.

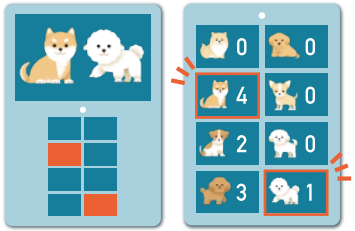
Each player may choose only one Picture Card. Once you touch or pick up a Picture Card, you may not change your choice.

The first player to choose a Picture Card starts a three-second countdown.
All other players must choose a different Picture Card before the count ends.

Players who fail to choose a Picture Card before the count ends do not participate in scoring for that round.

3 Flip over the chosen Picture Cards and compare their scores.
A card's Score is the total number of the two symbols shown on the Prompt Card.
Use the symbol counts on the back of each Picture Card to calculate the Score.

Each Prompt Card always has exactly one Picture Card worth 7 points, the highest possible Score.



Score = 4 + 1 = 5

4 All players announce their Scores.
The player (or players, if tied) with the highest Score wins their chosen Picture Card and places it face down in front of themselves.
All other players return their chosen Picture Card face up to any space in the Play Area.

The round ends. Repeat Steps 1 – 4.

End of the Game

The first player to win 3 Picture Cards wins the game. If two or more players win their third Picture Card in the same round, those players play one additional round. The player who wins the Picture Card with the higher Score wins the game. If the result is still tied, continue playing additional rounds until a single winner is determined.
You may freely change the number of Picture Cards required to win. Adjust this number to suit the number of players or the amount of time you wish to play.

Game design & Artwork :
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