

### Start

1. Separate Shape Cards & List Cards into decks.
2. Shuffle both Shape Cards and List Cards.
3. Each player draw a List Card face down in order from oldest to youngest.
4. Each player take a "All Possible List Cards Chart" in order from oldest to youngest.
5. Make sure only you can see your List Card.
6. Each player draw 3 Shape Cards face down in order from youngest to oldest.
7. Make sure only you can see the numbers on your Shape Cards and keep them in hand.
8. Players will start their turns from youngest to oldest.

### Turn

1. Draw a Shape Card.
2. Either Trade with a player or Challenge them.
3. If you have the Shape Cards listed on your List Card you can choose to place up to 2 of the Shape Cards in front of you.
4. You can't place a Shape Card over the number specified on the List Card.
5. Once you have finished your turn say "End Turn".

### Trade

1. Choose a player and specify what Shape Card you want.
2. If the player agrees to give you the card you must give them 2 Shape Cards in return.
3. You can ask for a Shape Card that's not listed on your List Card, granted it won't directly help you win.
4. You can't ask for a Shape Card the player doesn't have.
5. You can only ask a player to trade once each turn.
6. You can only decline to trade twice in a row.
7. Once you've asked to trade you can't Challenge a player in the same turn.

### Challenge

1. Choose a player you want to Challenge.
2. The Challenged player can choose to forfeit and give 1 of their Shape Cards chosen by the challenger.
3. If the Challenged player agrees to fight, a battle will begin.
4. Each Shape Card has 2 numbers listed on the front side.
5. The higher the number the greater the chance of winning the game.
6. You can choose which number to use by making sure the number is upright when faced by you.
7. In the count of "One Two Three" both players place 1 of their chosen Shape Card face up in the middle of the table.
8. The player with the highest Shape Card placed will win the battle.
9. Whichever player who's won will get to take 1 Shape Card of their choice that's in the other player's hand.
10. If both players have the same number they will tie and the Challenge will end.
11. If you win with a number that has "bonus" written on the top right, you get to draw 1 Shape Card on that turn.
12. If you tie with a number that has "tie bonus" written on top, you get to place 1 extra Shape Card in front of you regardless of if it matching the requirements on the List Card.

If the extra Shape Card you place doesn't match the requirements on the List Card it will not be accounted for during the checking. Place your extra Shape Card side ways so other players know that it was placed by a tie.

13. Both the challenger and Challenged player can benefit from the "tie bonus" if they've used a number that has "tie bonus" written on top on that turn.
14. You can Challenge a player only once each turn.
15. Once you've Challenged a player you can't ask to trade in the same turn.

#### Win

1. Once you have the required number of Shape Cards listed on your List Card placed in front of you, you win the game.
2. Once a player wins, the game will end and you can show other players what cards you had.

#### Other

1. If you have 10 or more Shape Cards in your hand at the end of your turn, you must place all your Shape Cards in the Shape Card Deck.
2. You must answer truthfully when a player asks what type and number of Shape Cards you have already placed in front of you.

#### Keep in Mind

1. You have to choose between Trade or Challenging a player once each turn.
2. You don't have to place a card in front of you every turn.
3. You can't decline a Trade more than twice a row.
4. The number facing upright when you're facing the card is the number applied.
5. Once a Shape card is placed in front of you it can't be used for any purpose.
6. You can't place a Shape Card over the number specified on the List Card.
7. If you tie during a Challenge nothing will happen unless a player used a number with a "tie bonus".
8. Place your extra Shape Card side ways, so other players know it was placed by a tie.
9. The maximum number of cards that can be placed in front of you each turn is 2 unless you tie with another player while also being the Challenger then it will be 3 for that turn.
10. If you win with a number that has a "bonus" you get to draw 1 Shape Card.
11. You can only get a "bonus" from 1, 2, 3, and 4.
12. The "bonus" will take effect only if the number with "bonus" written on the top right wins the battle.
13. If you tie with a number that has a "tie bonus" you get to place an extra Shape Card in front of you regardless of what List Card you have.
14. Using the "tie bonus" is the only way you can place a card in front of you that exceeds the number required listed on your List Card.
15. You can only get a "tie bonus" from 1 and 4.
16. All cards placed in front of you should have the shapes visible so players don't have to ask each other what shapes and how many of them were placed.
17. If you have 10 or more Shape Cards in your hand at the end of your turn, you must place all your Shape Cards in the Shape Card Deck.
18. Though most List Cards require a total of 9 specified Shape Cards to be placed in front of you, there are List Cards that require 10 or 12.

19. Don't give false information to other players.
20. Have fun! Some List Cards are easier to play so just being good doesn't always mean you're going to win.