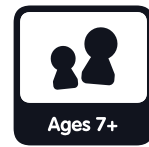


Perfect Spell



Setup:

- Shuffle all cards
- Deal 5 cards to each player
- Place remaining cards face-down in a draw pile at the center of the table.

Objective:

All cards have a value from 1 to 7 in four different colors + a joker color.

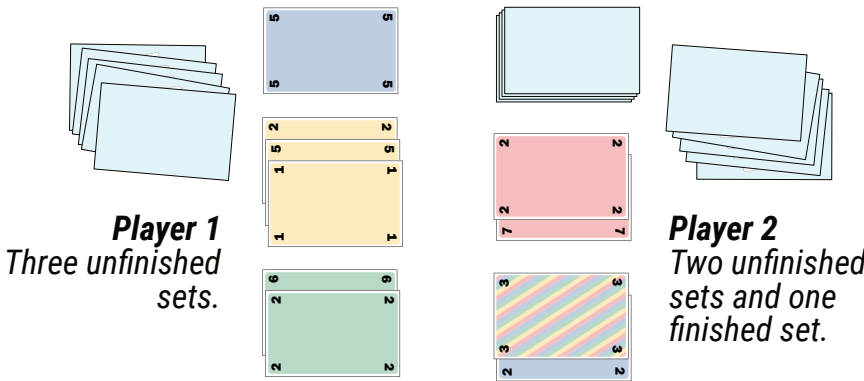
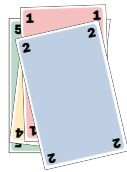
Players will now create colored sets in front of themselves.

To win you must build sets of cards, each containing same-color cards adding up to exactly 10.

Draw pile



Discard



Player 1
Three unfinished sets.

Player 2
Two unfinished sets and one finished set.

How to play:

Start with the youngest player and continue clockwise.

In your turn you always play three cards:

1. Play one card to one of your own sets (or start a new set)
2. Play one card on an adjacent opponent's set (or start a new set for them)
3. Discard the final card
4. Draw 3 new cards at the end of your turn.

Build a set where the matching color cards add up to exactly 10 to score a point.
4 points will win the game in a two player game. 2 points in a 3-4 player game wins.

Add cards to your opponent's sets to make the sets go over 10 - making your opponent discard the set and start over.

FAQ:

- Always play two cards, discard one, and draw three new cards in your turn.
- Any player can only ever have one active set in each color.
- You may never finish an opponent's set by making the sum 10.
- The joker color counts as any color.
- You may start a new set with a joker, but the next colored card will determine which set color it will end up being.
- Always discard a set if it ever goes beyond a total of 10 (when another player places a card on your set).
- Place discarded cards in a discard pile. Shuffle discarded cards if you run out of face-down cards.
- Flip a complete set face-down to keep track of your score.

