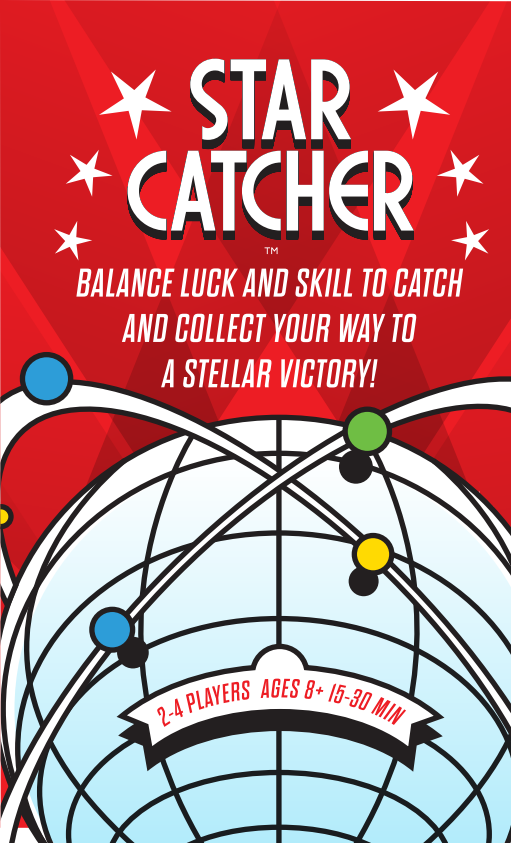




CONTENTS: 64 CARDS (36 Diamond Cards, 12 Circle Cards, 4 Magnet Cards, 12 Bonus Cards)

CARDS

GET TO KNOW YOUR DECK. NOT ALL CARDS ARE CREATED EQUAL!

- ★ Diamond Cards have numbers. Many have stars! You can catch them with a Match, a Sum, or a Magnet Card.
- ★ Circle Cards also have numbers. Many have stars! **BUT**, unlike Diamond Cards, Magnet Cards cannot catch them! You can only catch these with a Match or a Sum.
- ★ Magnet Cards are special! Magnet Cards catch **EVERY** Diamond Card on the table!
- ★ Bonus Cards are rewards for clearing the table! Each Bonus Card gives a star!



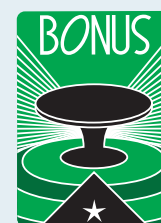
DIAMOND CARD



CIRCLE CARD



MAGNET CARD



BONUS CARD

SETTING UP A ROUND

- 1. SORT:** Separate the Bonus Cards and place them in a stack within reach.
- 2. SHUFFLE:** Shuffle the deck (all Magnet Cards, Diamond Cards and Circle Cards).
- 3. DEAL TO THE TABLE:** Deal 4 cards face up to the center of the table. If a Magnet Card is dealt to the table, bury it in the middle of the deck and replace it with the top card of the deck.
- 4. DEAL TO THE PLAYERS:** Deal 4 cards to each player face down. This is everyone's starting hand. Players may pick up and look at their hand.
- 5. SET ASIDE THE DECK:** Place the remaining deck aside. You won't need it until everyone has played their starting hand.

THIS IS WHAT A FOUR PLAYER GAME LOOKS LIKE, SET UP AND READY TO PLAY:



HAND



HAND



TABLE



HAND



HAND

DECK



BONUS CARDS

STARTING A ROUND

The player to the dealer's left goes first. On your turn place one card from your hand face up on the table and check for a catch. Does your card **MATCH** or **SUM** any cards on the table?

MATCH: If your card matches a number on the table (exact same number - circle or diamond does not matter), then take the card you played and the matching card. Place both cards face down in front of you. This is your score pile.

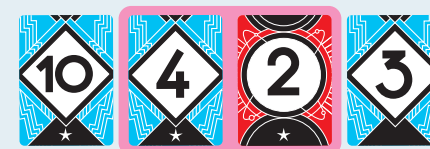


TABLE



HAND

SUM: If your card equals the sum of two or more cards on the table, then take the card you played and all the summed cards. Place them face down in front of you in your score pile. **You **MAY NOT** play two cards from your hand to take one card from the table.*



TABLE

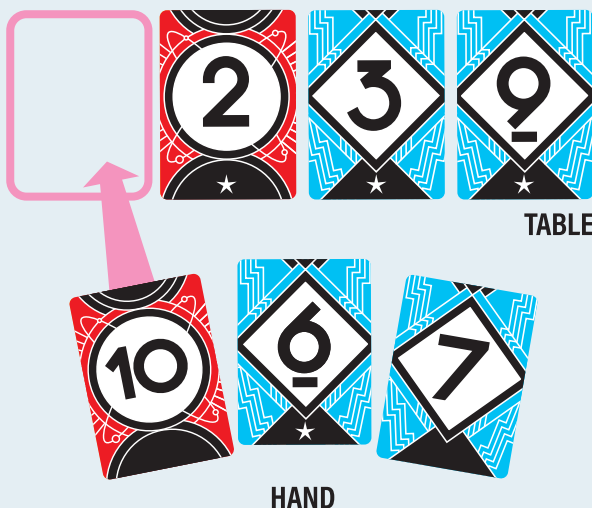


HAND

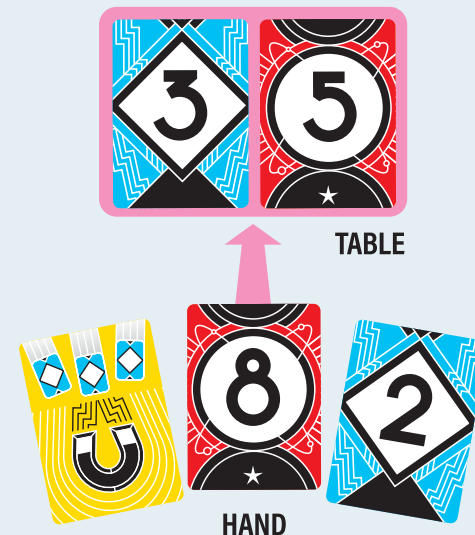
MAGNET CARD: If your card is a Magnet Card, you take the Magnet Card and **ALL** the Diamond Cards on the table. Place them face down in front of you in your score pile. If there are no Diamond Cards on the table when you play a Magnet Card, simply place the Magnet Card in your score pile.



LEAVE ON TABLE: If there are no cards on the table, or if your card does not match or sum any cards then leave your card face up on the table. This card and all other cards on the table are available for others to catch.



CLEAR THE TABLE: Did you catch all the cards on the table? If you clear the table take a Bonus Card and place it in your score pile. If there are no Bonus cards left, you do not receive one.



CONTINUING A ROUND

Players take turns playing one card at a time. Once all players have played their starting hand:

DEAL: The dealer deals a new hand of 4 cards to each player from the deck. DO NOT deal more cards to the table.

ROTATE THE START: The starting player for the new hand moves clockwise.

REPEAT: Continue playing until the deck is empty and all the cards have been played.

ENDING A ROUND

The round ends when the deck runs out and players have played all their cards. Cards remaining on the table are not scored.

SCORING A ROUND:

Sort your score pile and tally up all of your points:



ONE POINT
PER STAR
(INCLUDING
BONUS CARDS)



3 POINTS
TO THE PLAYER WHO
COLLECTED THE MOST
NON-STAR CARDS
(INCLUDING MAGNET
CARDS)

END OF GAME

Play as many rounds as there are players. The player with the highest total score wins!

FAQ

Q: Can I play two cards from my hand to catch a card on the table?

A: No. Only play one card per turn.

Q: Can I subtract numbers?

A: No. You can only add (sum) or match.

Q: Can I choose not to catch if I play a card that matches or is the sum of cards on the table?

A: No, you must catch the matching or summing cards. But, you can choose to play a card that does not match or sum cards on the table.

Q: What happens to the cards left over on the table at the end of a hand?

A: Nothing. They remain on the table going into the next hand.

Q: What if I can catch multiple different cards?

A: This happens fairly often. If you can catch different cards then you get to choose which card(s) you want to catch.



**SCAN HERE FOR A
HOW-TO-PLAY VIDEO.**



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