



2-6



20'



10+

Overview

Create a 3x3 grid of numbered cards that suits best the 5 scoring conditions...

...while using those same cards to collectively determine which conditions will score more points and which won't score at all.

Game highlights

- **Simultaneous play:** players reveal the card they want to play at the same time.
- **Super simple to learn:** can be taught in 1 minute.
- **"Battle Line" feeling:** every round, you must play a card, and each card is a commitment you can't draw back, as in games like Battle Line, Lost Cities and Arboretum.
- **Variability:** 20 scoring conditions to mix and match (5 used per game)

Components

- 110 cards

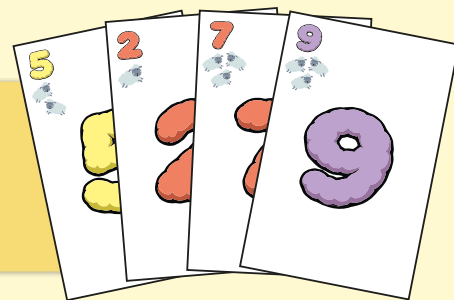
3 min video:

<https://youtu.be/aWWyGMZZkZY>

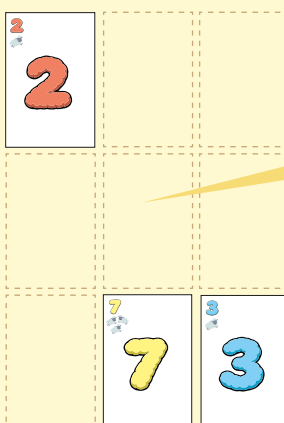


Your hand

Choose a card to play either in your grid or below the scoring conditions. **Which would you play and where?**



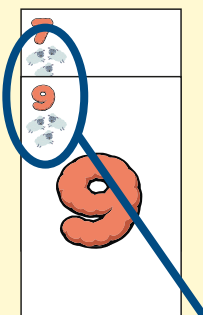
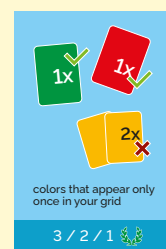
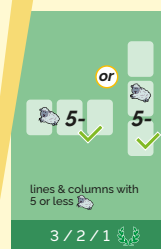
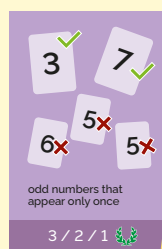
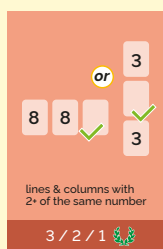
Your grid



Maybe place your **red 7** here, because the red condition asks for 2 equal numbers in same line or column?

Or add your **purple 9** here, because you want to make the purple condition more valuable?

Scoring conditions



The condition with most sheep scores the most at game end. The 2 conditions with least sheep won't score.