SETUP

PLAYER

- Select and take a token color
- Player boards face up matching player count

BOARD

★ White recommended for first game

Players	Cards	Insert Cards	Observed
2	1-5	White	All 6s
3	1-6	Any ★	Not Used
4	1-8	Any ★	All 9s
5	1-9	Purple	Not Used

TURN STRUCTURE

1. Prepare
   a. Cover all Xs on player boards
   b. Deal (per setup) all cards out evenly
   c. Players all discard 1 card from their hand
   d. Mark trick prediction on player board
2. Tricks (RED is trump)
   a. Cannot LEAD with RED until it has been played
   b. Follow with led color, UNLESS you declare(d) out of that color (uncover corresponding X)
   c. Place card next to player board color
   d. Mark that color & # on research board
   e. Paradox immediately ends tricks phase
3. Score & Reset (clear research board & pass 1st Player)
   until all players have been 1st Player.

SCORING

- Paradox player: -1 point per trick taken
  and their prediction is nullified.
- Non-Paradox players
  o 1 point per trick taken
  o Correct prediction: 1 point per token of one (largest) orthogonally adjacent token group.
- Tie breaker: final round scores