

WILD



Treated as all colors.

Cannot be discarded.

Cannot be traded.

Cannot be given.

Wild Superpower

Once per game and at any time, you can use this ability to put this card in the discard pile. It is treated like a Wild card. The player who goes after you draws 4 cards.

Violet Superpower

Once per game, you can skip your own turn. Flip this card face-down to remember that this ability has been used.

Yellow Superpower

Once per game, you can use this ability to trade a card in your hand that cannot be traded. Flip this card face-down to remember that it has been used.

Red Superpower

Once per game, you can use this ability to discard a card in your hand that cannot be discarded. Flip this card face-down to remember that it has been used.

Orange Superpower

Once per game, you can take a second turn immediately after ending your turn. Flip this card face-down to remember that this ability has been used.

Green Superpower

Once per game, you can make any player draw 1 card. Flip this card face-down to remember that this ability has been used.

Blue Superpower

Once per game, you can use this ability to give a card in your hand that cannot be given. Flip this card face-down to remember that it has been used.

RULES

This game is a cooperative game in which the players win and lose together.

SET UP: Deal 5 cards to each player and put the top card of the deck in a discard pile.

The Starting Player is appointed by the group after cards have been dealt.

Win when: all players have no cards in hand.

Lose when: any player is unable to complete a legal action.

On your turn: play a card from your hand onto the discard pile with the same color as the top card in the discard. You must resolve the text on that card. If not possible (example: playing a "Discard 1" card with no cards that can be legally discarded in hand), the group loses the game. If no card can be played (no matching color), the group loses the game.

All communication is allowed, but players cannot reveal their hands to each-other.

If a player has no cards in hand, they may elect to skip their turn.

Deal 1 Superpower to each player at the start of the game if desired. These cards are not considered part of the hand.