

# WHEEL v0.1

## What you'll need

The Ace through Six of every suit from 2 decks of cards.

A bunch of markers for the various colors, like cubes from a eurogame or colored pencil shavings.

## Set Up

Place all the pencil shavings to one side, separate the cards into six stacks by rank (Aces in one stack, Twos in a second, and so on.)

Each player takes one card of each rank to form a starting deck.

Each player shuffles their starting decks and draws four cards.

## Winning

The end of the game occurs when one player cannot make a valid action or all six spaces have nine color markers.

At the end of the game, the player with the most of their color markers in the opposite color space wins. In case of a tie, whichever player has the most of their color markers in the two adjacent spaces of their goal space wins.



## On your turn

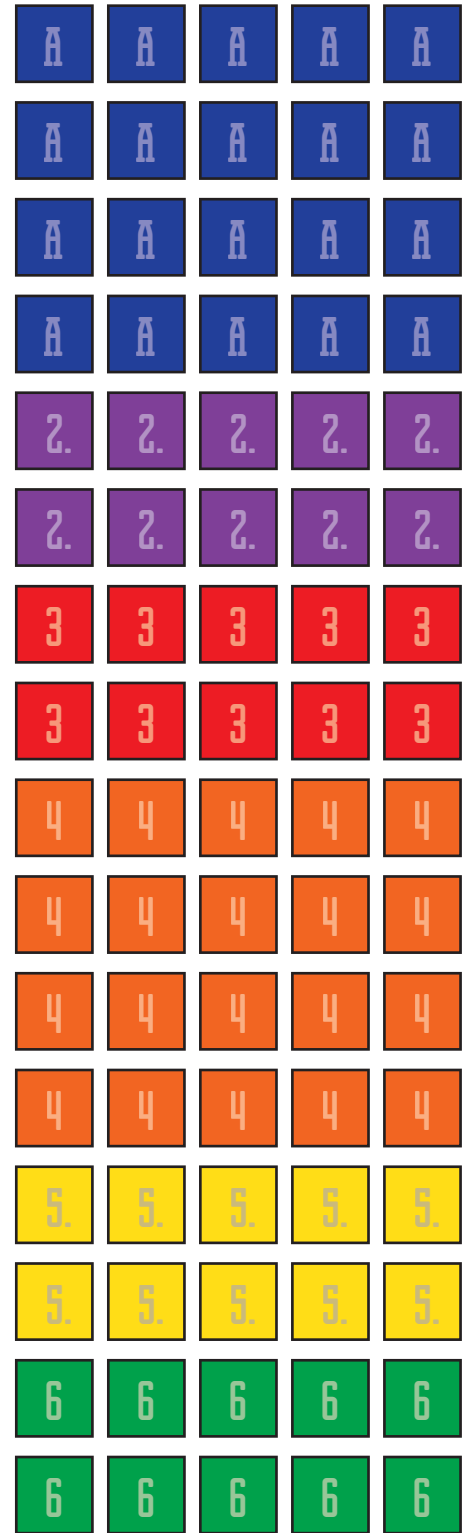
Play cards out of your hand until you're out of cards. When you play a card, you may have to discard one or more cards; if you run out of cards before you discard all you are supposed to, that's cool. (You will run out of color cards to add to your deck. You're supposed to.) At the end of your turn, your hand should be empty. Draw four cards and it's the next player's turn.

## Three player variant

We haven't tried it, but sure, go for it. Start on primary colors and head to your color's complement. Same things apply for end game and scoring.

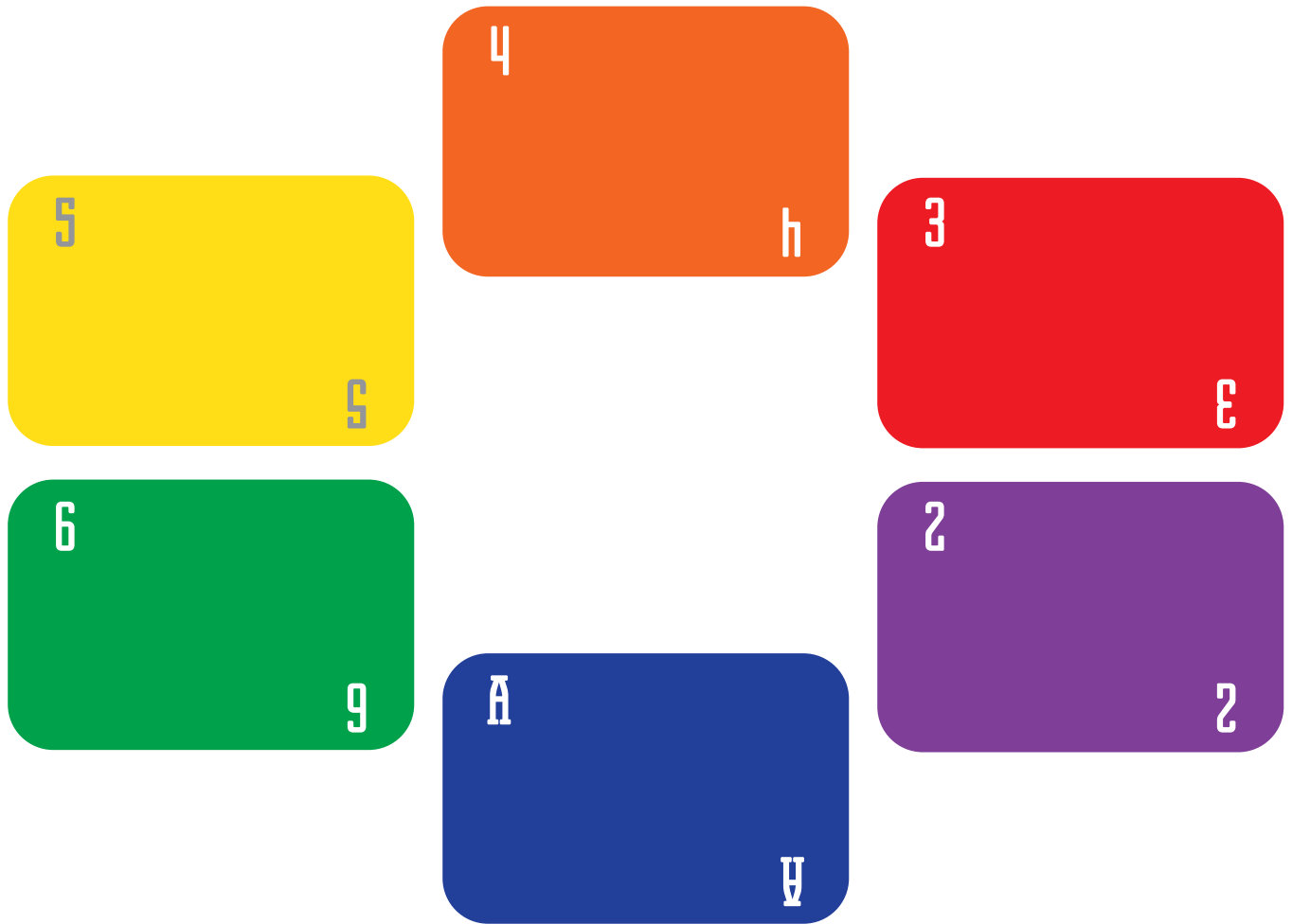
## Don't have a bunch of eurogames?

In case you don't have a bunch of games with colored cubes to scavenge, print these out and stick 'em on something.



## You'll have to get your own cards.

Sorry. Maybe raid a copy of *Candyland*?



### When you play a card

Place one marker of that color on that color's space, if there is room available.

### Then, take an action

If there is 1 or 2 of that color on that color's space, discard *your entire hand*.  
 If there are 3 or 4 of that color on that color's space:  
 move one color marker to an adjacent space,  
 add a card of that color to your discard pile, and  
 discard *two* cards.

If there is 5 or more of that color on that color's space:  
 move one of that color's marker from any space to an adjacent space, then  
 discard *one* card.

### Things to note

Color markers cannot move off their  
 complementary color.  
 There can be no more than nine  
 markers on a space.

If you have cards in your hand after  
 discarding, you must play them.  
 Draw 4 cards at the end of your turn.

### End game

The game ends when a player cannot  
 make a valid move or when all color  
 spaces have nine markers.

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- move one color marker to an adjacent space,
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