

Illusion - 2-4 players Rules Summary (v1)

Overview:

- Be visually adept to determine which cards have more or less of a specific color than the other cards in play.
 - Try to place the cards in ascending order for the amount of the specified color.
- Try to get the most arrow cards to win.

Setup:

- Shuffle 12 arrow cards onto a face down deck on the table.
- Draw the top arrow card and place it face up on the table.
 - That is the selected color.
- Shuffle the 98 color cards onto a face up deck on the table.
 - Do NOT look at the other side of the cards during play.
- Place the top color card just to the right of the arrow card.
- Decide on who will go first, then start a round.

Start A Round:

- The starting player begins the round.
 - They take the top card from the color cards deck.
 - They place it either to the left or right of the starting color card so that the amount of the specified color will be ascending for the two color cards after the arrow card.
- Play is clockwise around the table.

Play A Round:

- On your turn you do one of two things:
 - Decide that you think the order of the color cards is incorrect and CHALLENGE IT (*see Challenge*)
 - Take the top card on the color card deck and place it where you believe it should be to keep the amount of the specified color in ascending order.
- It then is the next player's turn.

Challenge:

- Flip the color cards played to the right of the arrow card to reveal the percentage of the specified color for each card.
 - If each card from left to right increases (or stays the same) for the specified color, the card order is CORRECT and the challenge failed. The player who played the last card gets the current arrow card.
 - If the percentage of the specified color on each card from left to right is NOT ascending (or staying the same) the challenge is successful and the challenger gets the current arrow card.
- All the played color cards are removed from the table and from the game.
- If anyone now has 3 arrow cards they are the winner.
 - Or choose to play a longer game with the winner having the most arrow cards after all arrow cards have been played.
- If there is no winner, start the next round.

End Game:

- The first player to gain 3 arrow cards wins (or the player with the most arrow cards if playing all 12 arrow cards).

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