Primes

Game Rules

- Maximum 4 players
- Total: 54 cards: 52 cards (4 colors in order of strength: green, blue, red, black) **and** 2 jokers (represent any card)
- Each player gets 7 cards. Each game consists of three (3) rounds.

Round 1

- Take one (1) card from the stockpile or discard pile
- Arrange the cards
- Put the least favorable card next to the pile (face up)

Round 2

- Take a card (stockpile or discard pile) and lay out a combination.
  When this doesn't happen, the score is being reduced with 5 points per player when winning the game.

Round 3

- Expand own existing combination or lay out a final combination (cards face down)

Once all players combination are laid out (face down), the combinations are being revealed. The winner is appointed and the total score is calculated. Strongest combination wins.
Color sequence (green-blue-red-black) takes precedence over the highest number. The jokers can be exchanged before laying a combination, if they are reused immediately.

The winner is awarded all points lost by the other players.

Goal:
The game's base concept is making combinations with prime numbers

11-13-17-19-23-29-31-37-41-43-47-53-59 and 2 jokers.

- **Basic** series of 3 (Tribal), 4 (Kwat), 5 (Kwint), 6 (Pump) or 7 (Prime)
  - Example: ◊ **Tribal**: **23** (+1 .8) - **31** (+ 2 .8) - **47**
  - ◊ **Kwint**: **17** (+1.2) - **19** (+ 2.2) - **23** (+3.2) -29 (+4.2) - **37**
- **Expansion: Limbo** = Tribal + addition of 2 equal cards to the highest card
  - Example: 23-31-47 - 47 - 47
- **Mambe** = Kwat + addition of 3 equal cards to the highest card
  - Example: 17-19 -23-29 - 29 - 29 - 29

98 combinations possible (Basic).
Look for combinations yourself or use the combination list

Examples:	Player 1	Player 2	Winner	Looser
(1)	G*23-B31-R47	Bl13-Bl19-Bl31	Pl.2 +5	Pl.1-5
	Tribal	Tribal+		
(2)	G29-R29-Bl29	Bl11-G13-Bl17-B23-R31	Pl.2 +30	Pl.1-30
	Tribal	Kwint		

*G(reen) - B(lue) - R(ed) - Bl(ack)