



Oldest player shuffles the cards and deals out 6 cards to themselves and the other player. The rest of the deck goes to the side, "Card pack."

Players can then look at their cards and if needed can pick up to the maximum of 3 extra cards.

The opposing player to the dealer plays first. They place the colour die a face up on the table to show their chosen colour that will relate to the cards they have chosen. Next 3 cards will be lined up showing their numbers side. Then below these cards will be another 3 that can touch the bottom of the other cards, but these are faced down.

For example:



Yellow is the chosen colour.

Yellow 6 is lower than Yellow 8. If Lower was guessed then Guessing player takes these 2 cards.













The goal of the game is for the opponent to guess if the face down card has a higher or lower number to the card above it. Placing the II Highest L Lowest die on top of the face down card.

If the Guessing Player guesses the card right then it goes into their winning grouping pile. If they guess wrong then it goes into the player showing their cards winning pile.

If the number is the same as the number on the reveal card. It is an instant loose for the player showing their cards, and the Guessing Player gets those 2 cards as a win

Once the Guessing Player has guessed all 3 card groupings. Then its the Guessing Player to now play their 6 cards, 3 face up and 3 faced down below.

Once both players have revealed their cards. All none played cards must be placed at the bottom of the card pack. Then repeat the deal out of the 6 cards each, but this time its the youngest player.

The first player to reach 15 wins (15 group cards totalling 30 cards) is the overall winner.

123 Reveal Guess Higher or Lower Layout



Cards Placed Player discarded cards

Cards Placed Player chosen die colour



Guessing Player to placed die on card













Card Pack

For more rules go to www.keycreations.co.uk