

2-6 players

ages 5 – 109



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**INTRODUCTION:** The goal of this game is to be the first player to have successfully sent all of their postcards. In other words, it means when a player has gotten rid of all of their cards first.

**PLAYERS:** The game is best played with at least three players.

**SHUFFLE AND DEAL:** After shuffling the dealer deals four cards to each player which are placed face down in a row in front of them. These are the **MYSTERY CARDS**. Nobody knows the values of these cards. The dealer then deals seven cards face-down to each player. Each player looks at these seven cards and puts four of these cards face up on top of their **MYSTERY CARDS**. These four face-up cards are called **TABLE CARDS**. The three remaining cards form each player's **HAND CARDS**.

The remaining cards become the Draw Pile and are put face down in an area central to all the players. The dealer takes the top **DRAW PILE** card and turns it over to start the **PLAY PILE**.

Each player should have three sets of cards.

- ☑ 4 **MYSTERY CARDS** face down in front of them
- ☑ 4 **TABLE CARDS** face up which are placed on top of the **MYSTERY CARDS**
- ☑ 3 **HAND CARDS** known only to each player

**GAME PLAY:** The shortest player goes first. Each player must either play a card or a set of equal cards face up on top of the **PLAY PILE**— following this one basic rule. The player is only allowed to place cards on the **PLAY PILE**, if the player's card(s) are the same value or higher. This rule is referred to **MEETING OR BEATING** the **PLAY PILE**. If not able or willing to **MEET OR BEAT** the top card, the player picks up the entire **PLAY PILE**.

If you pick up the **PLAY PILE**, you do not play any cards on that turn. The player, who is next in turn to play, starts a new **PLAY PILE** by playing any card or set of equal cards that player wishes. The play then continues as before.

If after playing you have fewer than three **HAND CARDS**, you must draw enough cards from the **DRAW PILE** to have three cards in your hand. When there are no cards left in the **DRAW PILE** play continues as before, but without adding any more cards to your hand.

Once the **DRAW PILE** is gone, and your **HAND CARDS** are gone, you play from your face up table cards using one card at a time. You may only use your **TABLE CARDS** if you have no remaining cards in your hand.


When you have no more **TABLE** and **HAND CARDS** left, you play one of your **MYSTERY CARDS**.

This is done by placing a mystery card onto the **PLAY PILE**. If the mystery card meets or beats the **PLAY PILE**, it is the next player's turn. If your mystery card did not meet or beat the **PLAY PILE**, you take the whole **PLAY PILE**. It is then the next player's turn to start a new **PLAY PILE**. Having picked up the pile, you will have to play from your hand on subsequent turns until you have once more gotten rid of your Hand Cards and can play your next **MYSTERY CARD**.


The first player to play all of their **MYSTERY, TABLE and HAND CARDS** first, wins.


### MOKO JUMBIE, CANNON, SEA GLASS AND LIZARD CARDS

A **MOKO JUMBIE** card may be played on any card, and any card may be played on a Moko Jumbie card. Moko Jumbies are pretty darn awesome and are one of the cultural icons of the US Virgin Islands. These cards are identified by a dashed "M". Mr. Willard John's Moko Jumbie school provided the pictures for this game.

A **CANNON** card may be played on any card. When a **CANNON** is played, the **PLAY PILE** is removed from play and the same player who played the **CANNON** takes another turn, playing any card or set of equal cards to start a new **PLAY PILE**. These cards are identified by a bomb  icon.

If someone plays four cards of the same value or completes a set of four cards, the whole pile is removed from play. The same player who completed the four of a kind takes another turn, playing any card or set of equal cards to start a new **PLAY PILE**.

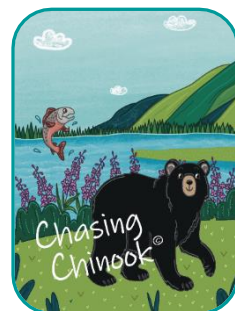
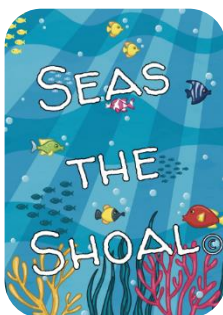
**SEA GLASS** is beautiful to look at and is found on most beaches in St. Croix. After a **SEA GLASS** card is played, the next player must meet or beat the card that was played before the **SEA GLASS** card. These cards are identified by a window  icon.

**LIZARD** Lizards are everywhere in St. Croix and may startle you causing you to reverse direction and go the other way. The Lizard cards do the same. When a lizard card is played, the direction of play is reversed. These cards are identified by a direction  icon. Anole lizards are very common in St. Croix.

Have fun experiencing the beauty of St. Croix.

We would love to hear from you, contact us at [ahoy@commanderseaottergames.com](mailto:ahoy@commanderseaottergames.com)

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the crew at Commander Sea Otter Games