

HOW TO PLAY

One player shuffles and deals four cards each to the players and drops a card in the centre. The players take turns playing. If the card on the table has a negative message, the players must drop a card with the same icon but a positive message.

positive message.

If they don't have that, they can drop a card with the same icon and a negative message but they have to pick 2 from the market. If they don't have a card with the same icon e.g. Twitter, they can drop a card with another icon e.g. Facebook and a negative message but they have to pick 4 from the market. Whoever plays the MIL King does not pick any card but must drop another card immediately after.

The first person who drops all his cards wins. The others keep playing till the last man standing.

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