

REVEAL™

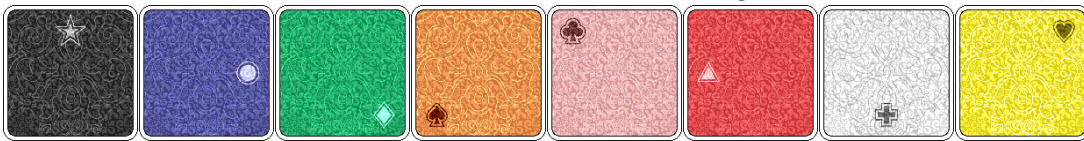
A card game by Andrew & Jody Hawes

Description

Reveal is a two-player card game where players rely on strategy and chance to finish a hand with the most cards of the same color in their scoring column.

Components

- 112 Colored Cards (14 each in Pink, White, Blue, Yellow, Orange, Black, Red, and Green)



- 4 Wild Cards



Reveal was first played with the cards from a “Ticket to Ride: Europe” game using all the colored train cards (only 96—works just fine) and 4 locomotive cards as the wild cards. So, if you have a Ticket to Ride set around you should have all you need. The color of the cards isn’t important, but the ratio of wild cards to the other cards is somewhat important. If you happen to have more cards on hand feel free to use them as you go through the cards fairly quickly and it will save you from needed to shuffle so often.

Setting Up the Game

1. Shuffle all cards well

Deal the Base Rows

2. Deal out 3 cards face up in a row horizontally. This will be row one of the base rows.
3. Deal out 3 cards face down in a row horizontally below the first row dealt. This will be row two of the base rows.
4. Deal out 3 cards face down in a row horizontally above the first row dealt. This will be row three of the base rows.

Deal the Play Stacks and Final Card

5. Deal one card at a time, face down, in alternating fashion, to each player’s row one play stack until each player has three cards in the play stack for play row one.
6. Repeat the process for play rows two and three.
7. Deal one final card to each player’s Final Card slot.

Draw Pile

8. Place the remaining cards in a Draw pile where both players can reach.

Playing the Game

Objective

The objective of Reveal is for a player, through strategy, skill, and luck, to get the highest number of qualified matching color cards in their Scoring Column at the end of each hand and thereby to be the first player to reach the pre-determined score goal or have the highest score at the end of a pre-determined number of hands.

How to Play

A game of Reveal is played in one or more hands ending after a pre-determined number of hands or when the combined score of one player reaches a pre-determined score goal at the end of a hand. Each hand is comprised of four rounds in which both players play simultaneous to each other. There are three Play Rounds and then a Final Round. The Final Round is followed by the Grand Reveal and Scoring for that hand. Each Play Round has four phases--a Reveal phase, followed by a Draw and Swap phase, then ending with a Play phase. In the Final Round, each player uses their Final Card to select a Scoring Column. In the Grand Reveal players reveal (turn face-up) their cards in a prescribed order leading to revealing their Final Card. After both player's Final Card has been revealed, the hand is scored, and the winner of the hand is declared.

A Hand Step-by-step

1. Setup

- a. Shuffle the cards and setup the game as described in the Setting Up the Game section.

2. Play Round – 1

a. Reveal Phase

Reveal (turn face-up) the three cards in base row 1. In the typical setup, these three cards are already turned face-up, but you may choose to wait until the start of the hand to reveal these cards.

b. Draw Phase

Each player takes the three cards in their Play Stack in row 1. The player may look at the face of the cards and should not show them to the other player. The player studies their cards to determine in which column they want to place the card in the play phase.

c. Swap Phase

In Play Round 1 each player may choose to swap one card from the three cards in their hand with a card from the top of the Draw Pile. Players do not have to swap a card. If a player chooses to swap a card, they first take a card from their hand and place it face-down on the Discard Pile, and then take the top card from the Draw Pile and add it to their hand.

d. Play Phase

When a player has decided in which of the three columns in their Play Row 1 they want to place each of the cards in their hand, they place the cards face-down in the corresponding column. When both players have finished playing their cards the round ends.

3. Play Round – 2

a. Reveal Phase

Reveal the three cards in base row 2.

b. Draw Phase

Each player takes the three cards in their Play Stack in row 2. The player may look at the face of the cards and should not show them to the other player. The player studies their cards to determine in which column they want to place the card in the play phase.

c. Swap Phase

In Play Round 2 each player may choose to swap up to two cards from the three cards in their hand with the corresponding number of cards from the top of the Draw Pile.

Players do not have to swap cards. If a player chooses to swap one or more cards, they first take the cards from their hand and place them face-down on the Discard Pile, and then take the corresponding number of cards from the top of the Draw Pile and add them to their hand.

d. Play Phase

When a player has decided in which of the three columns in their Play Row 2 they want to place each of the cards in their hand, they place the cards face-down in the corresponding column. When both players have finished playing their cards the round ends.

4. Play Round 3

a. Reveal Phase

Reveal the three cards in base row 3.

b. Draw Phase

Each player takes the three cards in their Play Stack in row 3. The player may look at the face of the cards and should not show them to the other player. The player studies their cards to determine in which column they want to place the card in the play phase.

c. Swap Phase

In Play Round 3 each player may choose to swap up to three cards from the three cards in their hand with the corresponding number of cards from the top of the Draw Pile.

Players do not have to swap cards. If a player chooses to swap one or more cards, they first take the cards from their hand and place them face-down on the Discard Pile, and then take the corresponding number of cards from the top of the Draw Pile and add them to their hand.

d. Play Phase

When a player has decided in which of the three columns in their Play Row 2 they want to place each of the cards in their hand, they place the cards face-down in the corresponding column. When both players have finished playing their cards the round ends.

5. Final Round

- a. Each player decides which of the three columns they want to select as their Scoring Column. The player takes their Final Card, keeping it face-down, and places it at the end of the column they are choosing as their Scoring Column. Players may alter their choice at any time during this round even in response to the choice of the other player until finally confirming their own Scoring Column selection. Player may select the same column as their Scoring Column. This is called going “head to head”.
- b. Once both players have confirmed their Scoring Column selection the round ends.

6. Grand Reveal

a. Reveal Non-Scoring Columns

Players reveal any cards on their side that are not in either players Scoring Column. For example; if Player 1 chooses the Left column as their Scoring Column and Player 2 chooses the Right column as their Scoring Column, both players reveal the cards in their side in the Center column. Because these cards are in no player’s Scoring Column, they have no impact on scoring.

b. Reveal Player-Side Cards in Scoring Column

Together, players reveal the three cards in the Scoring Column of their Play Rows. This does not include the Final Card or the cards in the other players Play Rows. The exception to this is when both players have chosen the same Scoring Column, or going “head to head”, in which case all the cards from the Scoring Column are revealed except each player’s Final Card.

c. Reveal Other-Side Cards in Scoring Column

Then, together, players reveal the three cards in the other player’s Scoring Column of their own Play Rows.

d. Final Card Reveal

Finally, at the same time, both players turn over their Final Cards.

7. Scoring

- a. Qualified cards
 - i. **Scoring Root:** There must be at least one natural (not wild) card in the base rows of the players Scoring Column for the player to score with that color. This is the Scoring Root card. The Scoring Root card is qualified and contributes 1 point to the players score.
 - ii. **Base Cards:** Any other cards in the base rows of the players Scoring Column that match the color of the Scoring Root or are wild each contribute 1 point to the players score.
 - iii. **Player Cards:** Any cards in Scoring Column of the player’s Play Rows that match the color of the Scoring Root or are wild are each qualified and contribute 1 point to the players score. There must be a Scoring Root in the Base Rows for any player-side cards to be qualified.
 - iv. **Other Player Cards:** Once a player has a Scoring Root and at least one player-side qualified card any cards in the Scoring Column of the other player’s Play Row that match the color of the Scoring Root or are wild are each qualified and contribute 1 point to the players score.

- v. **Final Cards:** A player's Final Card is qualified if it matches the color or the Scoring Root or it is a wild card and would contribute 1 point to the players score. A Final Card is only qualified for the player who played it and not the other player.
- b. A player receives 1 point for each qualified matching color card in their Scoring Column. No card may be counted more than once.
- c. A player must have at least 3 qualified matching color cards to earn any points. A player with less than 3 qualified matching color cards earns 0 points for the hand.
- d. The maximum total number of point for a hand for a player is 10 (3 base + 3 player + 3 other player + 1 final).

Variations

Peeking

In the peeking variation, players can peek at the cards they have already laid down in the Play Rows. This does not include the Final Card and only applies to player's own cards. This variation also does not apply to any cards on the Play Stacks, the Discard Pile, or cards in the Base Rows that have not yet been revealed.

Original Description and Rules created by Andrew & Jody Hawes on 1/1/2016. All rights reserved.

Layout

