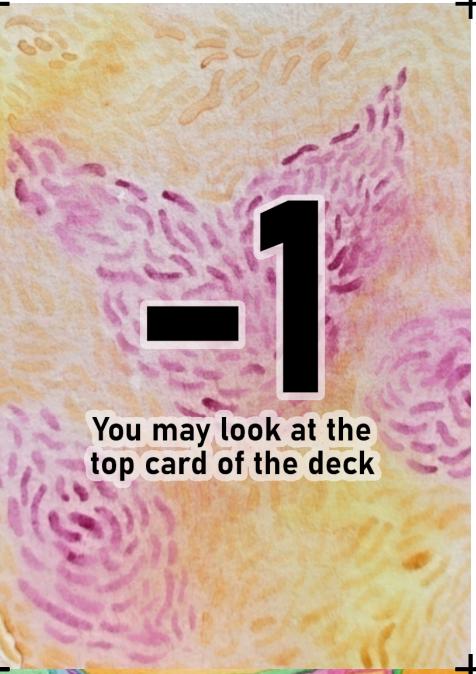


**0**

\*Beats a 6 in a duel



**1**



**-1**

You may look at the  
top card of the deck



**2**



**-2**



**3**



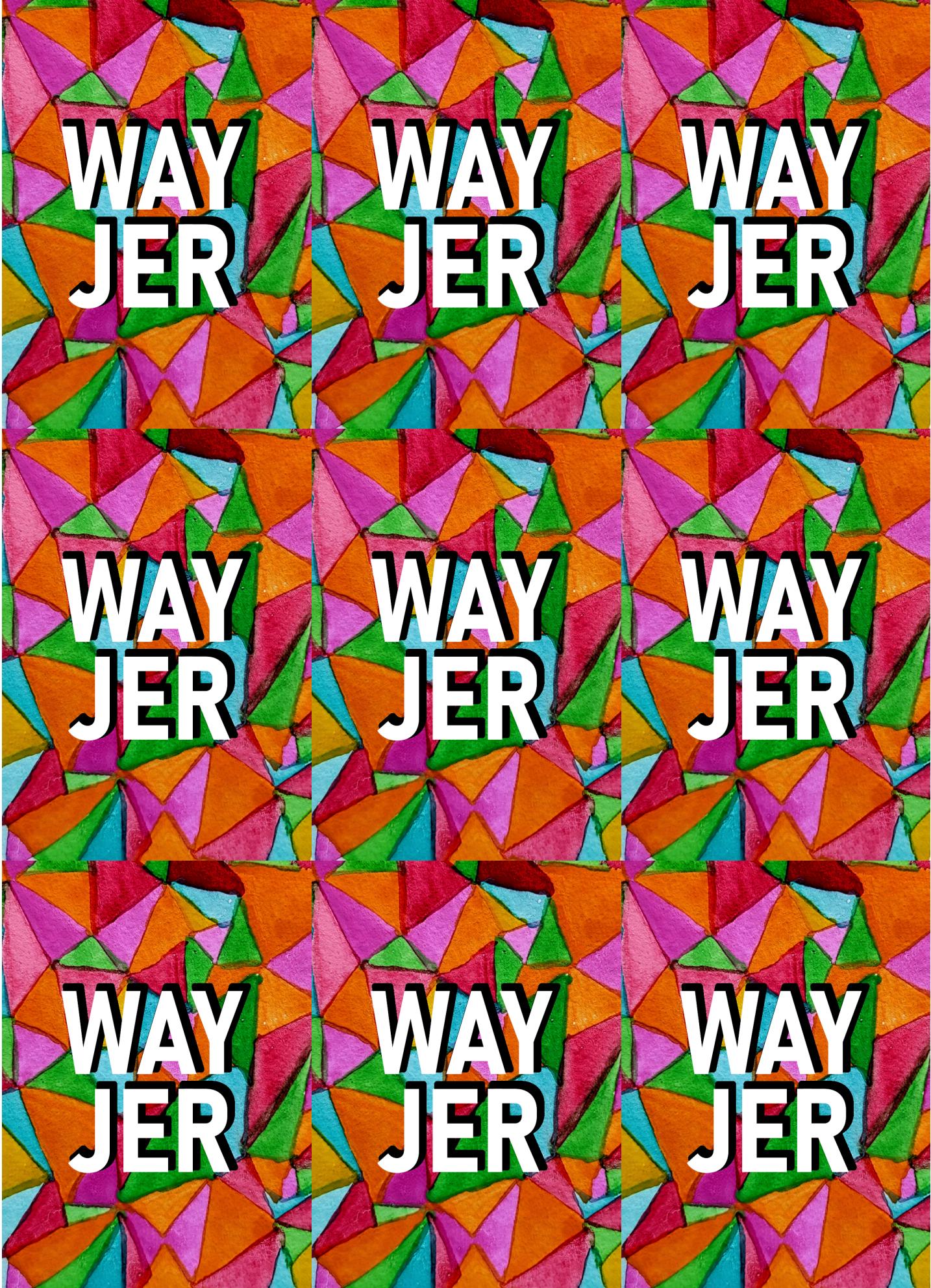
**-3**



**4**



**-4**



WAY  
JER



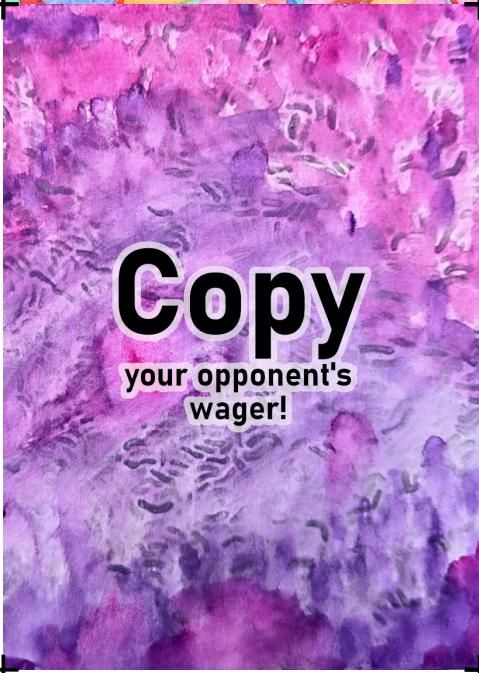
# 5



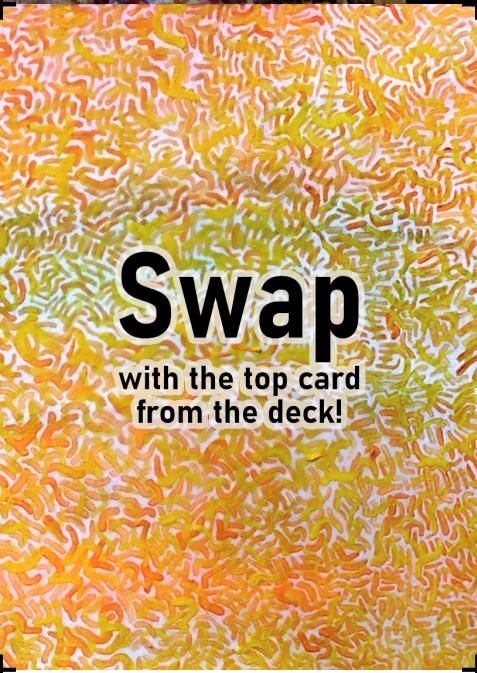
# -5



# 6



## Copy your opponent's wager!



## Swap with the top card from the deck!

### How to play Wayjer!

**Setup:** Shuffle the deck of cards and deal 6 cards to each player face down. Each player may look at their cards. 2 cards will remain face down which will be referred to as the deck.

**Rules:** Both players select 2 cards from their hand and place them face down. The card closer to your opponent is the dueling card, and the other card is wagered.

All cards are turned face up simultaneously. The player with the higher value dueling card wins both wagered cards. If the dueling cards match, both players win only the card they wagered. The dueling cards may be placed in a face up pile next to the deck and the won cards are placed face up in front of the player who won them.

Repeat this process with the remaining cards in each players' hand. The game ends when each player has no cards in hand.

**How to win:** Once the game is ended, each player sums the values on all cards they have won. The player with the most points wins!



# WAY JER

# WAY JER

# WAY JER

**Rules Clarifications:**

-When SWAP is turned face up, take the card from the top of the deck and place it on top of the SWAP. Both cards will be discarded at the end of the round, leaving one card in the deck.

-If SWAP and COPY are revealed in the same round, the SWAP happens before the COPY.

-If SWAP and -1 are revealed in the same round, then SWAP happens before the -1 ability.

-Only the player who plays the -1 card may look at the top card of the library. This information is not revealed to their opponent.

-If the game ends in a tie, play again to determine the true winner!

Instructional video and more:

