



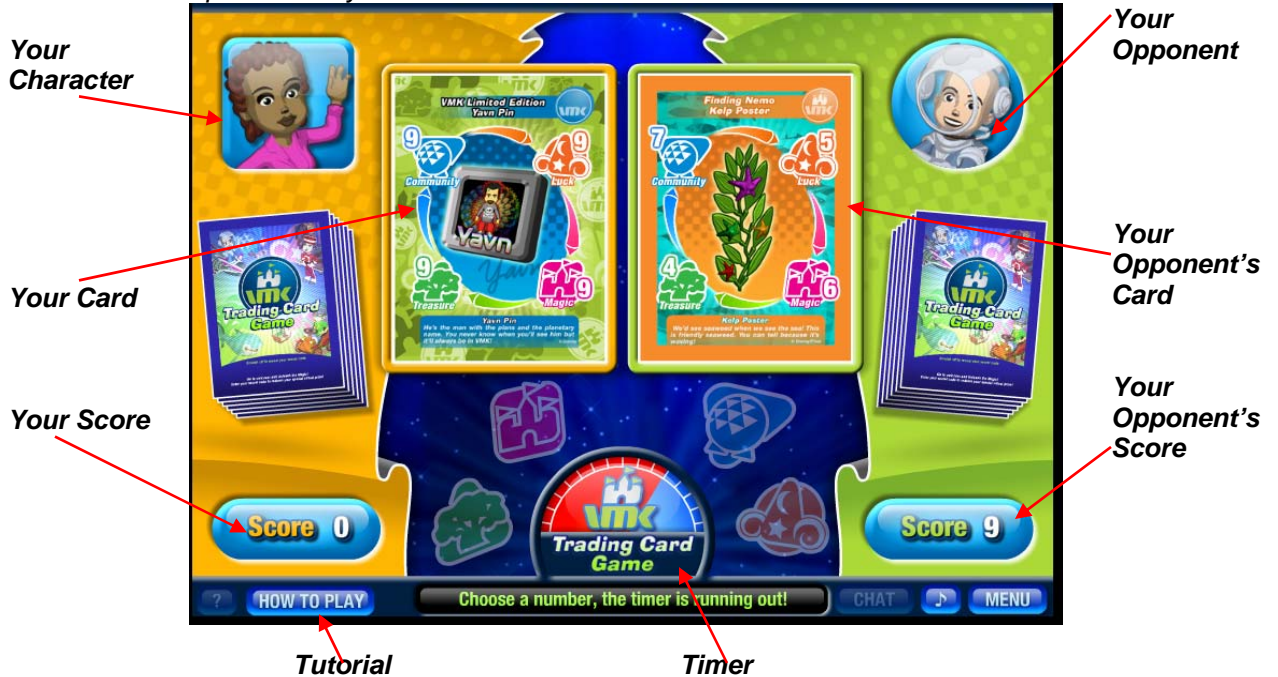
How To Play

<http://www.vmk.com/tradingcardgame>

The object of the game is to earn 10 points before your opponent does. You get 1 point every time you win a turn. If you can guess what your opponent will do next you will win the turn!

The Game Screen

Each VMK Trading Card has four "Powers" (Community, Luck, Magic and Treasure) and the strength of each Power is represented by a number from 1-9



Starting Play

As the round begins, two cards are dealt face up, one to you, one to your opponent. As soon as the cards are dealt you have 30 seconds to make your move. Try to guess which Power your opponent will choose and then select a Power (by clicking on it) that will beat your opponent's Power. Once you both picked a Power the game will reveal who has won the point.

Who Wins?

1. If you and your opponent **both pick the same Power** (you both pick Luck for example) the player with the highest number in that Power wins.
2. If you and your opponent pick Powers on **opposite corners** (Magic and Community for example) the player with the highest number in the Power they chose wins.
3. If you and your opponent pick Powers **next to each other** the Power to the left (counter-clockwise) always trumps (or beats) the power to the right (clockwise).

Trumping

