NEXUS
GAMEPLAY GUIDE

THIS GAME CAN BE PLAYED BY 2 OR MORE PLAYERS, THE RULES REMAIN THE SAME REGARDLESS OF THE NUMBER OF PLAYERS. The diagram above is a gameplay simulation between two players.

ROUND 1

Initial Deal: Deal 4 cards to each player.

Card Selection: Players show 2 cards from their hand that they believe are the most powerful.

Determine Winner: The player with the most powerful combination wins the round.

Card Collection: The winner selects 1 card from shown cards and 1 card to be put in the bottom of the pile.

ROUND 2

Deal More Cards: Deal 2 more cards to all players.

Increased Stakes: Players now show 3 cards.

Determine Winner: The player with the most powerful combination wins the round.

Card Collection: The winner selects 1 card from all shown cards. The remaining cards shown by the player who lost the round are shuffled to the bottom of the draw pile. 2 cards in this round will be returned to the bottom of the pile.

ROUND 3

Deal More Cards: Deal 3 cards to all players.

Increased Stakes: Players now show 4 cards.

Determine Winner: The player with the most powerful combination wins the round.

Card Collection: The winner selects 1 card from all shown cards. The remaining cards shown by the player who lost the round are shuffled to the bottom of the draw pile. 3 cards in this round will be returned to the bottom of the pile.

ROUND 4

Deal More Cards: Deal 4 cards to all players.

Increased Stakes: Players now show 5 cards in this round and subsequent rounds.

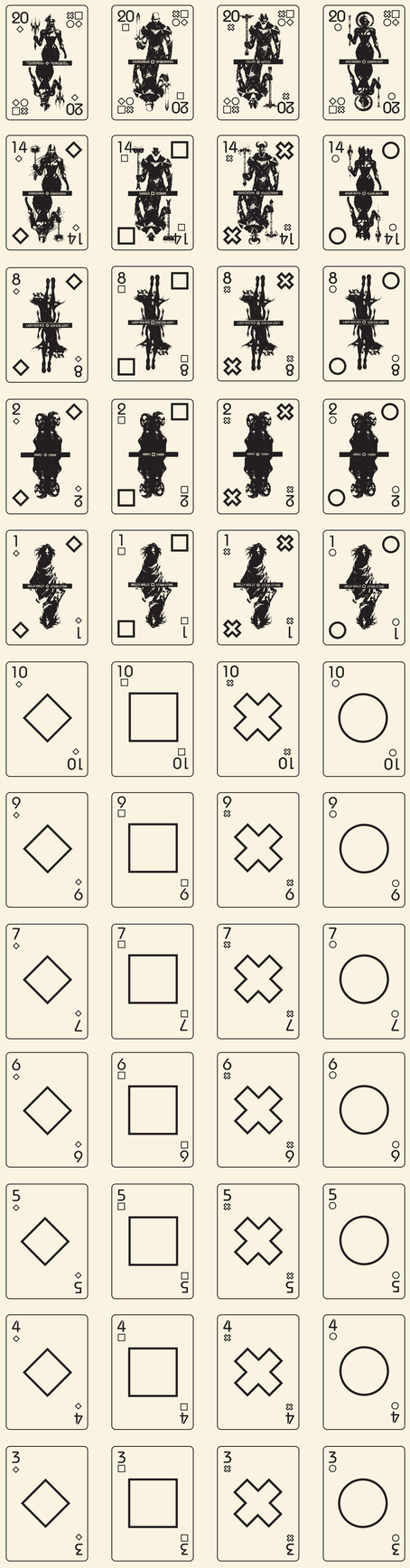
Determine Winner: The player with the most powerful combination wins the round.

Card Collection: The winner selects 1 card from all shown cards. The remaining cards shown by the player who lost the round are shuffled to the bottom of the draw pile. 4 cards in this round will be returned to the bottom of the pile.

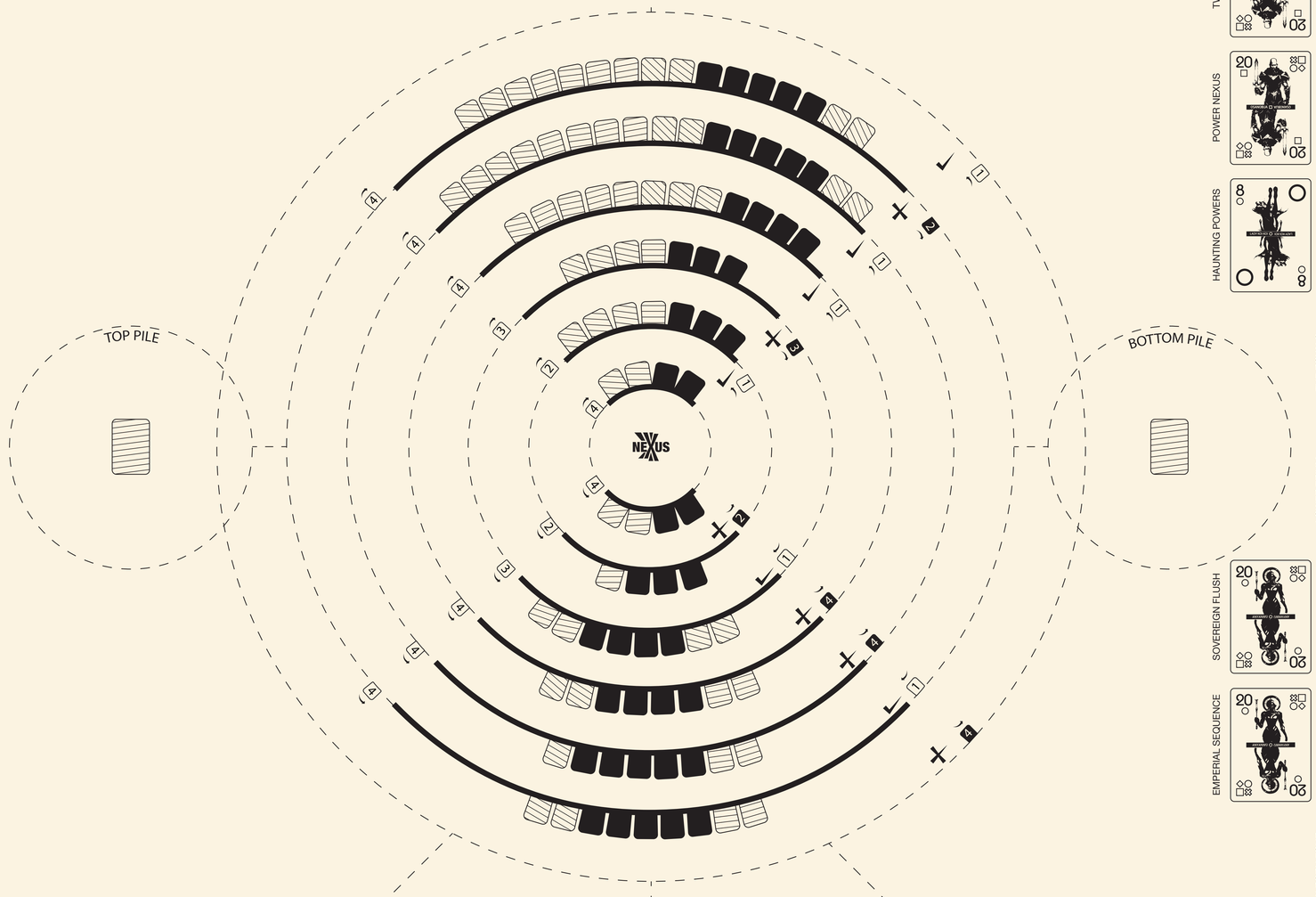
SUBSEQUENT ROUNDS

All subsequent rounds follow the same pattern as Round 4, with 4 cards dealt and 5 cards shown, and 4 cards returned to the bottom of the pile by the player who lost the round.

NEXUS CARD RANKING



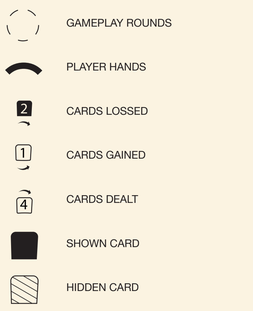
GAMEPLAY



GAMEPLAY LEGEND

1. Players must show only the required number of cards for each round, keeping other cards hidden to aid in their strategy.
2. All cards shown during a round are lost by the losing hand in that round.
3. Lost cards are added to the bottom of the pile. The winner of the round selects 1 card from all shown cards to add to their hand, regardless of the number of players.
4. In the event of a tie, each tied player will show 1 additional card in order of deal sequence. This gives the second or third player the opportunity to fold if they choose.
5. Players must show as many cards as they can if they do not have enough cards in their hand to meet the round's requirement. Withholding cards is not allowed; players must show the required number of cards for each round if possible.
6. A player is eliminated from the game when they lose all their cards.

GAMEPLAY LEGEND



GAMEPLAY STRATEGY

Hands with more 20s and 14s rank higher because these cards are the most powerful according to the game's power scale.

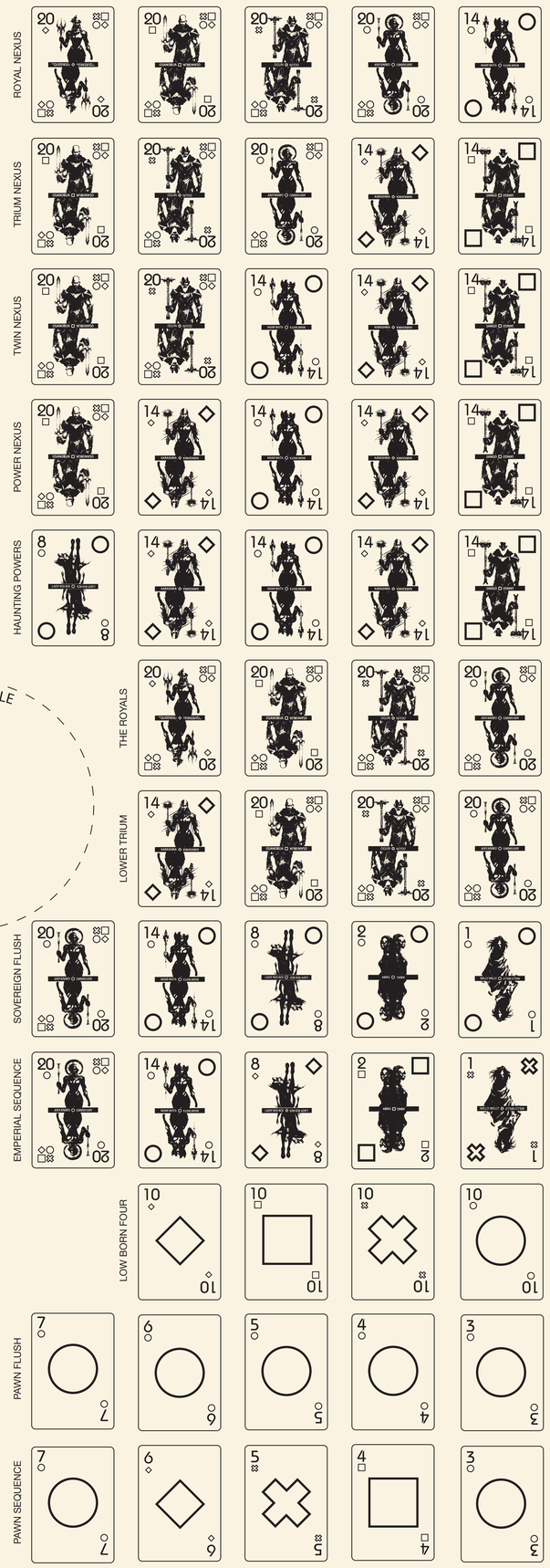
After the 20s and 14s, cards like 8, 2, and 1 are the next most valuable, so combinations that include these will generally be stronger than those filled with lower cards like 10, 7, or 6.

Hands without a 20 or 14 will always be weaker than those with at least one of these powerful cards.

Flushes are the next set of high-value combinations on the power scale after combinations of 20s and 14s, as sequences within the same suit are ranked higher than unsequenced mixed cards.

Sequences will always be ranked higher than unsequenced cards, except when dealing with power cards. For example, a sequence like 7, 6, 5, 4, 3 will be ranked higher than a combination like 7, 7, 6, 6, 6.

THE POWERS

A EIII CREATION

WINNING COMBINATIONS