

START AND FINISH™

min age 8+

2-4 players

60 minutes

The **START AND FINISH** base game is all about getting your card stacks built with a carefully planned combination of cards to maximize your point potential, before your opponent shuts it down with a **FINISH** card. You have 4 stacks to work with and more cards in a stack means more points. Once your opponent has placed their 3rd card in a stack stop them from getting any more points by playing your own **FINISH** card.

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Each **START AND FINISH** base game contains a 128 card deck: 1 rule and intellectual property card, 16 **START** cards, 18 **FINISH** cards, and 93 Number cards numbered from 1 to 12 each with a combination bonus.

WHO COULD HAVE DONE THIS?

Jarvis Brothers Games started this fun game and have finally, with your help finished it. Art construction and design by Panther Page.

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JARVIS BROTHERS GAMES™

PLAY THROUGH:

Shannon has started 3 of his 4 stacks, with the 1st stack in danger of being shutdown with a **FINISH** card. He also has a 10 and 12 card in his hand. The 2nd stack already has a 2 and a 4 card. If he can get all even cards in to this stack he will get a bonus of 5 points from the 12 card. He also knows that 2, 4 and 6 make a combination too. He wonders if his opponent will play a **FINISH** card on the 1st stack, if they have one, as he tries to push the 2nd stack.

Shannon has built the 4th stack pretty far and has 2 combinations in it. His opponent shut it down. This diversion allowed Shannon to build the 2nd stack further.



Shannon knows even if he cannot complete the 2nd stack he still gets a point for every card in a stack, even if there is no combination in it.

Can Shannon keep building that giant 2nd stack? Will it get shutdown with a **FINISH** card? He still has the 10 and 12 cards to play.