

OBJECT OF THE GAME

Be the player with the highest point total at the end of the game! Points are earned by creating sets. **A set is three or four cards with the same image or three or four cards with the same color.**

CARDS

- There are 72 cards in the deck. Each card includes the image of one of 12 different dōTERRA essential oils or blends, presented on six different background colors.
- Each card in a created set is worth one point at the end of a round.

- Twelve cards have a 🍀 bonus drop. Each card with a bonus drop in a set is worth one extra point at the end of a round.

GAME SET UP

- Choose whether to play one, two, or three rounds. Each round typically takes 10 to 15 minutes to play.
- Shuffle the deck of 72 cards and **deal three cards** face down to each player (players look at and hold their cards).

Tip: For younger children, you can deal their cards face up and they can play with the cards face up on the table.

- Place the remaining cards face down in a draw pile in the middle. Turn over the top four cards and place them face up around the draw pile.



FIRST TURN

- Select a player to go first.
- **The first player draws three cards** from either the face up cards, the draw pile, or a combination of the two.

- When a card is drawn from the four face up cards, a replacement card is immediately placed face up in its place so there are always four face up cards surrounding the draw pile until the end of the round.
- After drawing three cards, the player may make a set if they can by placing the set face up in front of them. *A set is three or four cards with the same image or three or four cards with the same color.* **Only one set can be created per turn.** Once a set is created it cannot be changed.

- After making a set or being unable to make a set, the player must select one card from their hand and “share” (i.e., give) it to the player to their left. **Players must always share one card**, so at least one card must remain in their hand after making a set.

ALL OTHER TURNS

The player to the left takes the next turn and follows the same steps as the first player, **except they only select two cards** (from the draw pile, face up cards, or a combination of the two). Play proceeds clockwise.

END OF ROUND

When all cards from the draw pile are gone and a player takes the last remaining face up card, that player will finish their turn by making *one* set, if possible. Then, the player must **share all the remaining cards in their hand** to the player to their left, who makes *one* set if they can. All unused cards are passed to the left one player at a time in this manner until no player can make a set, at which point the round ends.

SCORING

- Set aside any unused cards.

- Players count their points. Each card in a player’s created sets is worth one point. Each card with a 🍀 bonus drop in a set is worth one extra point.
- If you are playing multiple rounds, record each player’s points, shuffle the deck, and begin a new round.
- The player with the highest point total at the end of the chosen number of rounds wins!

Accessibility Note: Each card includes a color symbol on the lower left side to assist those who do not see colors well.

