



The Survival Guide for Younger Siblings

2–4 players, plus one older brother who will not be told no.

Your big brother says tic-tac-toe is for babies, so he "fixed" it. Now everyone gets their own board, you play **cards** to place markers on **anyone's** board, and he runs his own deck of pure chaos. His rules are unfair. His ego is enormous. He's bet that he can beat the whole table *by himself*. Prove him wrong.

The Goal

You: be the first sibling to score **5 points**. You score by getting **3 of your own color in a row on your own board**.

Big Bro: scores off *everyone's* boards, and needs **5 points per player**:

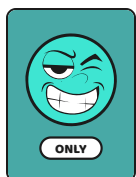
Players	You need	Big Bro needs
2	5	10
3	5	15
4	5	20

What's on the Table

- **Boards:** one 3x3 board per player. Big Bro doesn't get one. He plays on yours.
- **Markers:** one color per player: ○ white, ● gray, ● purple, ● yellow. Big Bro is ● black.
- **Sibling Deck** (28 cards): your hand. This is how you move.
- **Big Bro Deck:** his actions. Mostly bad news.
- **Coordinate Deck** (18 cards): picks a random cell (and a direction) for Big Bro.
- **Big Bro's scoresheet:** tracks his points.



Sibling



Big Bro



Coordinate

Setting Up

- 1 Everyone picks a color and takes a **board** and a supply of **markers** in that color.
- 2 Give **Big Bro a seat** at the table, between two players. Put his black markers and scoresheet there, with his score at **0**.
- 3 Pick one player to be **Big Bro's handler**. The handler runs his turns for him.
- 4 Shuffle the **Big Bro** and **Coordinate** decks separately and put them face-down by his seat.
- 5 Shuffle the **Sibling Deck** and deal **3 cards** to each player.

Reading a Board

	1	2	3
A	A1	A2	A3
B	B1	B2	B3
C	C1	C2	C3

Every cell has a name: a **row letter** (A, B, C, top to bottom) and a **column number** (1, 2, 3, left to right).

The **corners** (shaded) are A1, A3, C1, C3. The **diamond** is the four edge cells around the middle: A2, B1, B3, C2.

A **line** is any row, column, or diagonal. Each board has 8 of them.

Taking Turns

Every player **and Big Bro** is a seat. Turns go **clockwise**, one seat at a time. **Big Bro always goes last**, so the player sitting clockwise from him goes first. One trip around the table is a **round**.

Your Turn

- 1 **Play one card** from your hand.
- 2 **Do what it says.** Any marker you place is **your color**, whichever board it goes on.
- 3 **Check for 3 in a row** on the board you touched (see the back).
- 4 **Draw back up to 3 cards.** If you somehow have more than 3, just don't draw.

Bad hand? Forfeit. Instead of playing a card, discard your whole hand and draw 3 new ones. That's your whole turn. Use it when you're stuck with no legal move, or just because you hate your hand. No limit.

Big Bro's Turn

His **handler flips the top card** of the Big Bro Deck and does exactly what it says. That's it. He has no hand and draws nothing. The card decides; the handler doesn't "interpret."

Any deck that runs out: shuffle its discard pile to make a new one.

Winning

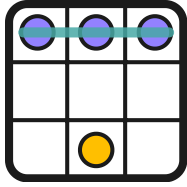
The game only ends **after Big Bro's turn**, so every seat gets equal turns. Then check:

- 1 **Any player at 5+ points?** Most points wins. Ties share the win.
- 2 If not, **Big Bro at his target?** He wins. **Everybody else loses.**

Both got there the same round? **The player wins.** Savor it.

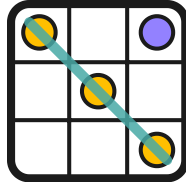
3 in a Row: Score, Block, or Jam

The moment a line becomes **full**, on **any** board, on **anyone's** turn (Big Bro's included), look at the three markers in it:



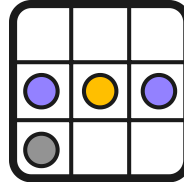
Score!

All **the owner's color**, on **their board**.
The owner gets **+1**.



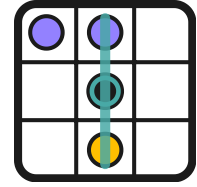
Block

All **one color**, but **not the owner's**.
Nobody scores.



Jammed

Mixed colors, no black. Nothing happens. The markers **stay**.



Big Bro +1

Any black marker in it. **Big Bro scores**. Colors don't matter.

- **Scored and blocked lines are cleared.** Their markers go back to their owners' supplies. Jammed lines stay put.
- **Big Bro doesn't need a match.** If his marker is in a full line, he scores, even if *you* filled the last cell on your own turn.
- **Two lines at once?** Each one counts separately.
- **Only filling a cell completes a line.** Removing or moving a marker *off* a board never does.

The race for the third cell. Two of your color in a line, third cell open? Finish it for a point. Two of an opponent's color on *their* board? Block it by filling that cell with anything but their color. Their line is now jammed. **But look for black first:** if Big Bro's marker is already in that line, filling it just hands him the point.

Your Cards: The Sibling Deck

Placement cards can target **any board**, yours or anyone else's. The marker is always **your color**.

Card	x	What it does
Row A / B / C	3 each	Place in any open cell of that row.
Column 1 / 2 / 3	3 each	Place in any open cell of that column.
Corner	2	Place on any open corner: A1, A3, C1, C3.
Diamond	2	Place on any open edge cell: A2, B1, B3, C2.
Wildcard	2	Place on any open cell. No restriction.
Move	2	Pick up any marker, any color, and move it to the same cell on a different board , if that cell is open there. It keeps its color. Check the board it lands on.
Sacrifice	2	Remove any one marker from your own board. Draw 2 cards, then play up to 2 more this turn (not another Sacrifice). Resolve each one fully, including its 3-in-a-row check.

Tip: the center, B2, sits in 4 lines. Only Row B, Column 2, and Wildcard can reach it. Guard it. Want it.

Arguments You're About to Have

Whose marker is it? Whoever placed it, forever. A Move doesn't change its color.

Someone else finished a line of *my* color on *my* board. You score. Say thank you.

A board is totally full of junk. That happens. Clear space with Move or Sacrifice, play around it, or forfeit if you're stuck. Big Bro remembers every dead line...

How many cards can I hold? You draw up to 3. If a card gives you extras, keep them. You just won't draw until you're below 3.

Meet Big Bro

We won't list his deck. Finding out what he can do is half the fun, and every card explains itself.

His Moods

Big Bro is either **happy** or **angry** (a few cards are neither). It matters most when a card **places a new marker**. The card's text tells you whose color goes down:

- **Happy:** the board's owner gets **their own color**. Real progress for you.
- **Angry:** he places **his own black marker**, to jam your line or steal it.

The Coordinate Deck

When a card says "**draw a Coordinate**," flip the top Coordinate card, use it, and discard it. Each one also prints a direction **RIGHT**. **Left** means counterclockwise and **right** means clockwise. When passing things around the table, **skip Big Bro's seat**.

How He Scores

- Any full line with **his marker** in it, on any board, on anyone's turn.
- Any card that says "**Big Bro scores**." (Only markers actually removed count toward "3 or more cleared.")

Mark each point on his scoresheet. His score **never goes down**.

Fine Print

- "**Every player**" and "**every board**" mean the human players. He has no board and no hand, and he's immune to his own cards. (He's very proud of this.)
- If a card gives someone a choice, it's the **affected player's** choice, never the handler's.



Big Bro says: "I'm not a sore loser. I'm a *strategic reevaluator*. Rematch."