

SEP

Circle Clash

A tactical card game in which runs, sets and timing determine the battle for seven tokens

To play SEP you need:

- 1 standard deck of playing cards (52 cards)
- 7 tokens (coins, counters or similar)

Overview

SEP is a tactical card game for two players. By placing number cards in a shared circle, players form combinations of matching or consecutive cards to earn tokens.

The first player to collect all seven tokens wins immediately — SEP!

Kings, Queens and Jacks are action cards that let players remove cards from the circle.

Setup

1. Separate all Kings, Queens and Jacks from the deck (these are the action cards).
2. Shuffle separately:
 - 40 number cards (Ace–10): the draw pile
 - 12 action cards
3. Place 6 number cards face up in a circle.
4. Place 7 tokens in the middle.
5. Each player draws:
 - 2 number cards
 - 2 action cards
6. Determine who goes first by drawing lots.

A turn

At the start of your turn, choose **one** of the following options:

Option 1: Play a number card

- Draw one card from the draw pile or reserve.
- Place one number card in the circle.

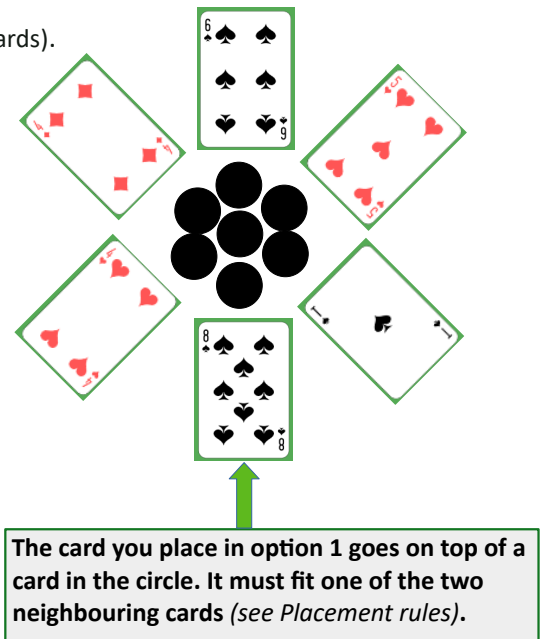
If you cannot or do not wish to place a number card:

- Place one card face up beside the draw pile: the **reserve**.
- Return 1 token to the circle (if you have one).
- On a later turn, you may take the top card of the reserve instead of drawing from the draw pile.

Option 2: Play an action card

You may not choose this option if you also chose option 2 on your previous turn.

- Draw one action card.
- Place one of your three action cards face up in front of you.
- If the corresponding action is possible, carry it out.
- On your next turn, you must choose option 1. First move the action card to the action-card discard pile.
- Arrange played action cards so they overlap, keeping them partly visible.
- If you cannot use the action card, return 1 token to the circle (if you have one).
- The action card remains face up in front of you on the table until your next turn.



Option 1: Play a number card – You may add one card per turn.

The new card must fit next to a card according to one of these rules:

- Same suit, and one rank higher or lower, or:
- Same rank (regardless of suit).

Important:

- The card underneath must remain visible.
- Only the neighbouring card on the left or right matters.
- An Ace can connect to both a 2 and a 10.
- Maximum 3 cards per stack.

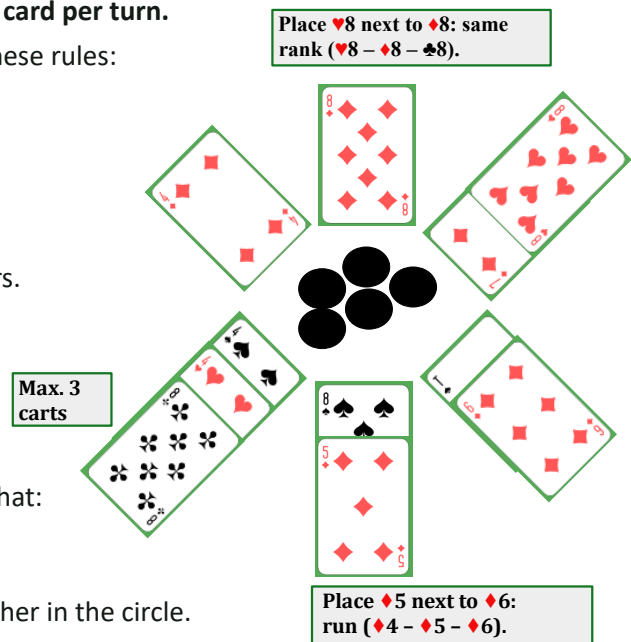
Combinations

A combination consists of three or more (topmost) cards that:

- Are consecutive (same suit), or
- Have the same rank.

Cards in a combination do not have to be next to one another in the circle.

10–Ace–2 is also a valid combination. It can be extended with a 9 or a 3.



Scoring tokens

- Each new combination earns 1 token.
- Extending an existing combination also earns 1 token.
- Three of a kind AND a run of three in the same turn each earn one token (rare).
- Extending a sequence to 6 cards earns 2 tokens (this happens very rarely).

No tokens left in the circle? Your opponent must return one token when you score!

Double score with one or no tokens in the circle:

- 1 token remains: take it. Your opponent then returns one token to the circle.
- No tokens remain: your opponent returns one token to the circle. You may take this token for your second score.

Option 2: Play an action card

- Place the action card face up in front of you.
- On your next turn, choose option 1 and move that action card to the action-card discard pile.

The suit of the action card must match the (top) card you remove.

- **Jack:** remove 1 card (the top card of a stack).
- **Queen:** remove 2 top cards from one stack.
- **King:** remove a stack of 3 cards → **+1 token**.

When the ♥ Jack removes ♥8, a new combination appears: ♦4–♦5–♦6–♦7–♦8 → +1 token.

The ♣ King can remove the stack topped by ♣8 → +1 token!

Place removed cards face down; they may return to the game later.

If removing cards creates a combination, you earn one token.

Filling empty positions

When a position in the circle becomes empty:

- Fill it immediately with a card from the number-card draw pile or the reserve.
- This card does not have to comply with the placement rule.
- If this creates a combination, you earn a token.

Reshuffling action cards

If the action-card draw pile is empty when a player wants to play an action card:

- Both players hand in their action cards.
- Include any action card lying face up in front of a player. The obligation to play option 1 is cancelled!
- Shuffle all twelve action cards.
- Deal 2 new action cards to each player.
- The player whose turn it is draws 1 additional action card.

Reshuffling the number-card draw pile

When the draw pile is empty:

- Shuffle the discarded cards and cards in the reserve.
- When this second draw pile is empty, repeat this one more time.

End of the game

The game ends when:

- One player has all 7 tokens (immediate victory), or
- The third draw pile runs out.

The player with the most tokens wins.

In a tie: shuffle the cards from the discard pile and the reserve, and play on until one player leads.