

SEP – solo

The Magic Circle

A tactical card game where runs, sets and timing decide the battle for seven tokens

To play SEP-solo, you need: 1 standard deck of 52 playing cards and 7 tokens (coins, counters or similar)

Overview

SEP-solo is based on the two-player game. Place number cards on cards in a circle to make sets of equal values or runs of consecutive values. These combinations earn you tokens.

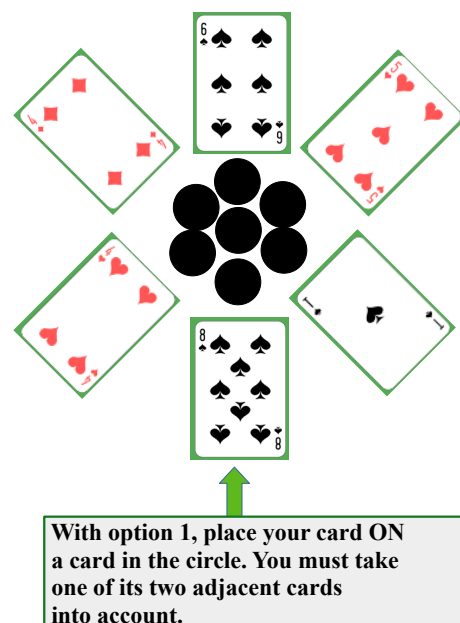
Kings, queens and jacks are action cards used to remove cards from the circle.

Setup

1. Remove 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 centre.
5. Place 1 action card and 2 number cards face up in front of you.

The game – three rounds

- In each round, your goal is to collect all 7 tokens before the action cards run out. If so, count those left.
Each remaining action card is worth 1 point.
- The action card in front of you does NOT count.
- If the action-card draw pile runs out while tokens are still in the circle, each counts as 1 minus point.
- **Always** play three rounds.
After each round, shuffle all cards and set up the circle again.
- You win with at least 7 points after three rounds.



Choose one of three options:

Option 1: Play a number card

- Take a card from the draw pile or reserve and place one number card in the circle.
- When the draw pile is empty, shuffle the discard pile.
If you cannot or do not want to play a number card
- Place a card face up beside the draw pile: the reserve.
Return 1 token to the circle (if you have one).
- Later, you may take the top card of the reserve instead of a card from the draw pile.

Or:

Option 2: Play an action card *You cannot choose this option if you also chose option 2 on your previous turn.*

- Draw an action card and place one of your two face-up action cards on the action-card discard pile.
Overlap played action cards on this pile so that they remain partly visible.
- If the corresponding action is possible, carry it out.
- If neither of your two action cards can be played, return 1 token to the circle (if you have one).

Or:

Option 3: Clear space in the circle – give up 1 token

- Remove one stack of exactly three cards from the circle. Put those cards on the discard pile.
- Return one of your earned tokens to the circle.
- Immediately fill the empty space as explained under Filling empty spaces.

You may choose this option only if you have earned at least one token.

Option 1: Play a number card

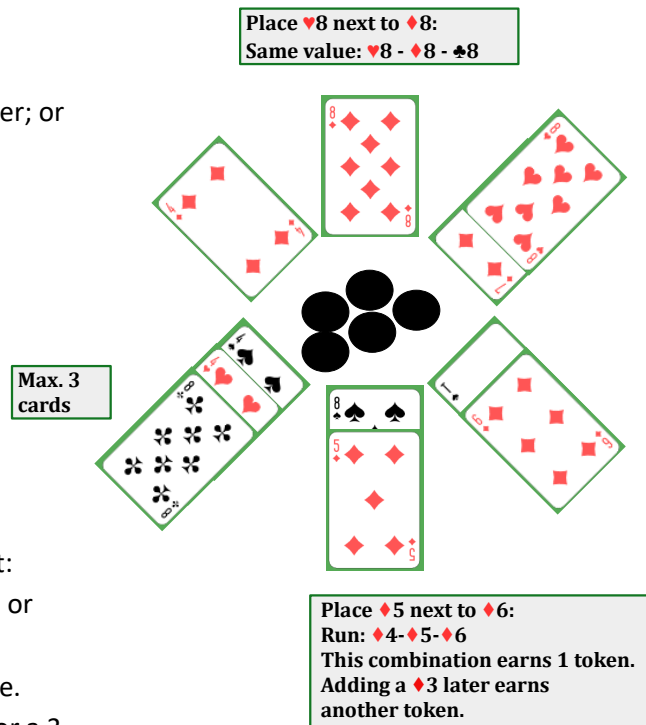
A card placed on a card in the circle must match at least one of its two adjacent cards.

The adjacent card must:

- Be the same colour and one value higher or lower; or
- Have the same value (regardless of colour).

Remember:

- The card underneath must remain visible.
- Only the card to the left or right counts.
- Aces can be placed next to both 2 and 10.
- Maximum of 3 cards per stack.



Combinations

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

- Form a run of consecutive values (same colour); or
- Have the same value.

Cards in a combination need not be adjacent in the circle.

10-ace-2 is also a valid run. It can be extended with a 9 or a 3.

Earning tokens

- Each new combination earns 1 token.
- Extending an existing combination also earns 1 token.
- If one placed card makes both three of a kind and a three-card run, each earns a token.
- Extending a run to 6 cards earns 2 tokens.

Option 2: Play an action card

The action card must have the same colour as the (top) card you remove.

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

Put removed cards on the discard pile.

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

After drawing the last action card, you may still play one of your two action cards and earn tokens.

The round then ends.

When the ♥ jack removes ♥8,
a new combination is formed:
♦4-♦5-♦6-♦7-♦8 → +1 token.

Use the ♠ king to remove
the stack of ♠8s → +1 token!

Option 3: Clear space in the circle – give up 1 token

Remove a three-card stack from the circle. This can prevent the game from getting stuck.

Put the removed cards on the discard pile and give up 1 token!

Filling empty spaces

- Immediately fill an empty space with a card from the draw pile or the reserve.
- This card does not have to follow the matching rule.
- If it creates a combination, you earn a token.