

A ♥

KA2

KA2

[Active in-play]

This ace can form a run simultaneously on a King and a 2. Worth 15 points if connected to a King.

♥ KA2 A

2 ♥

New Discard

New Discard

[On discard]

Discard this card into a new pile

♥ 2 New Discard

3 ♥

♥ 3

4 ♥

+5 per group

+5 per group

[While scoring]

You get +5 points for each group you own. Does not stack.

♥ 4 +5 per group

5 ♥

Draw & Discard 1

Draw & Discard 1

[On discard]

Draw 1 card, then discard any card from your hand. The discarded card is not triggered.

♥ 5 Draw & Discard 1

6 ♥

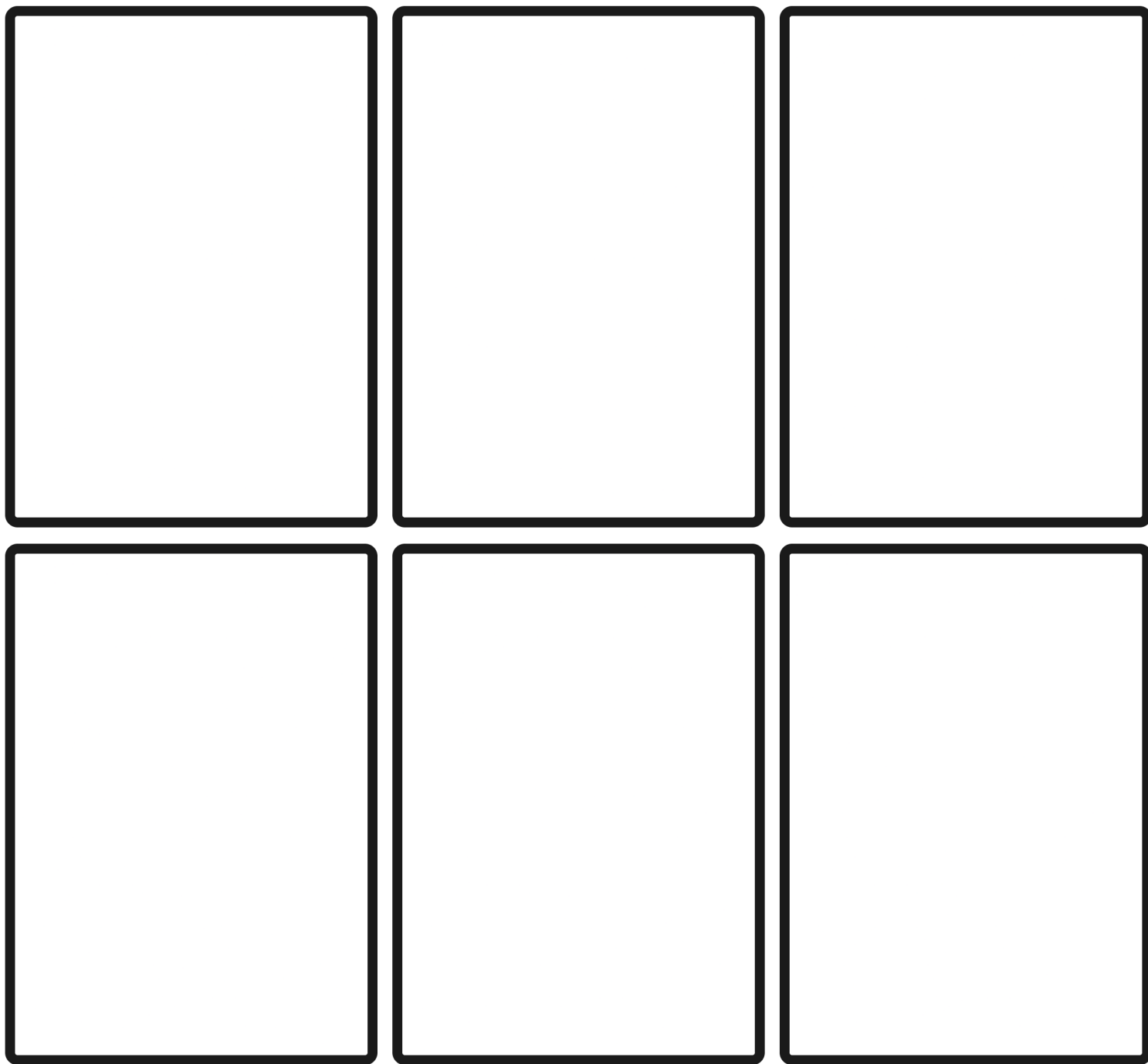
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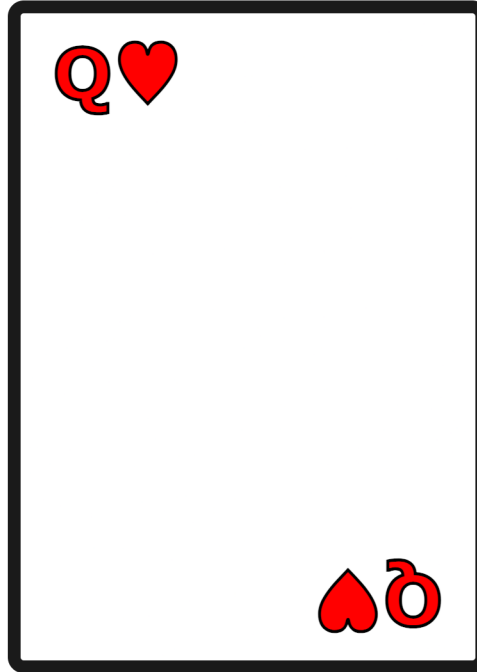
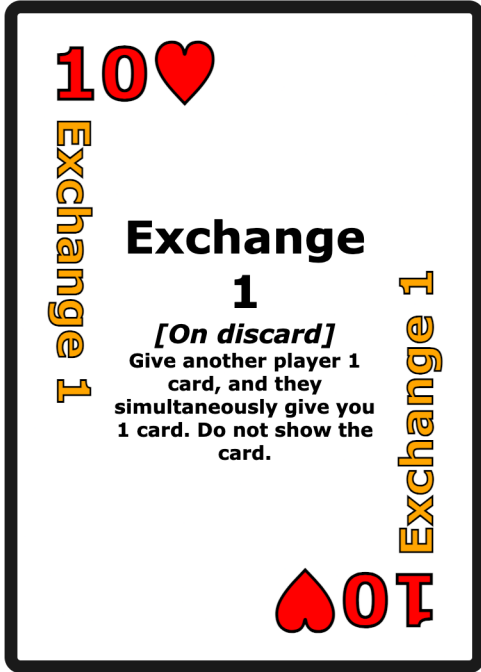
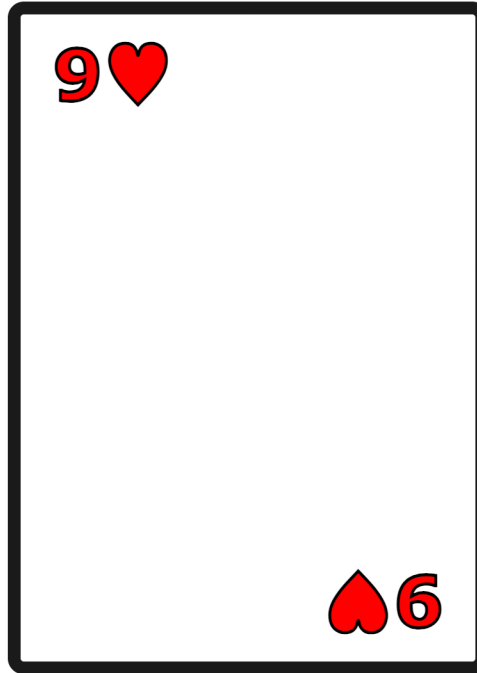
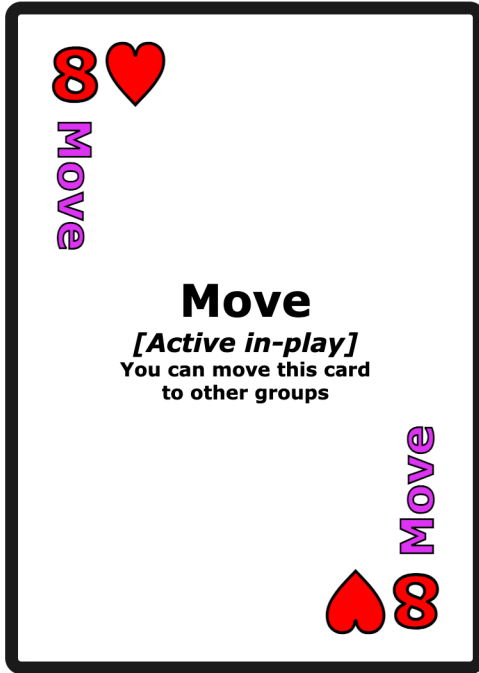
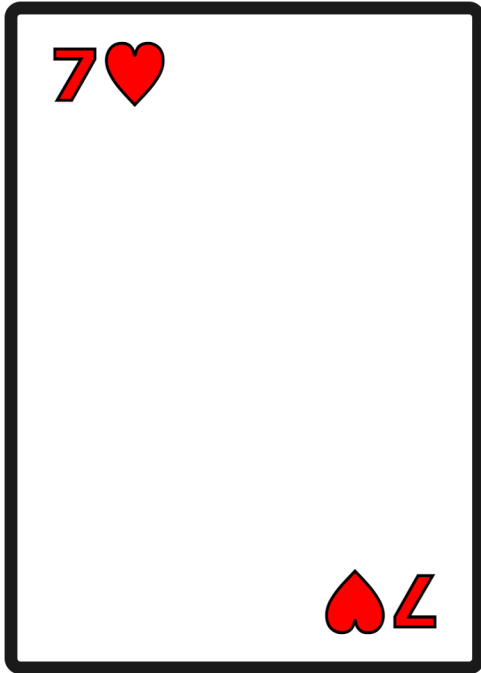
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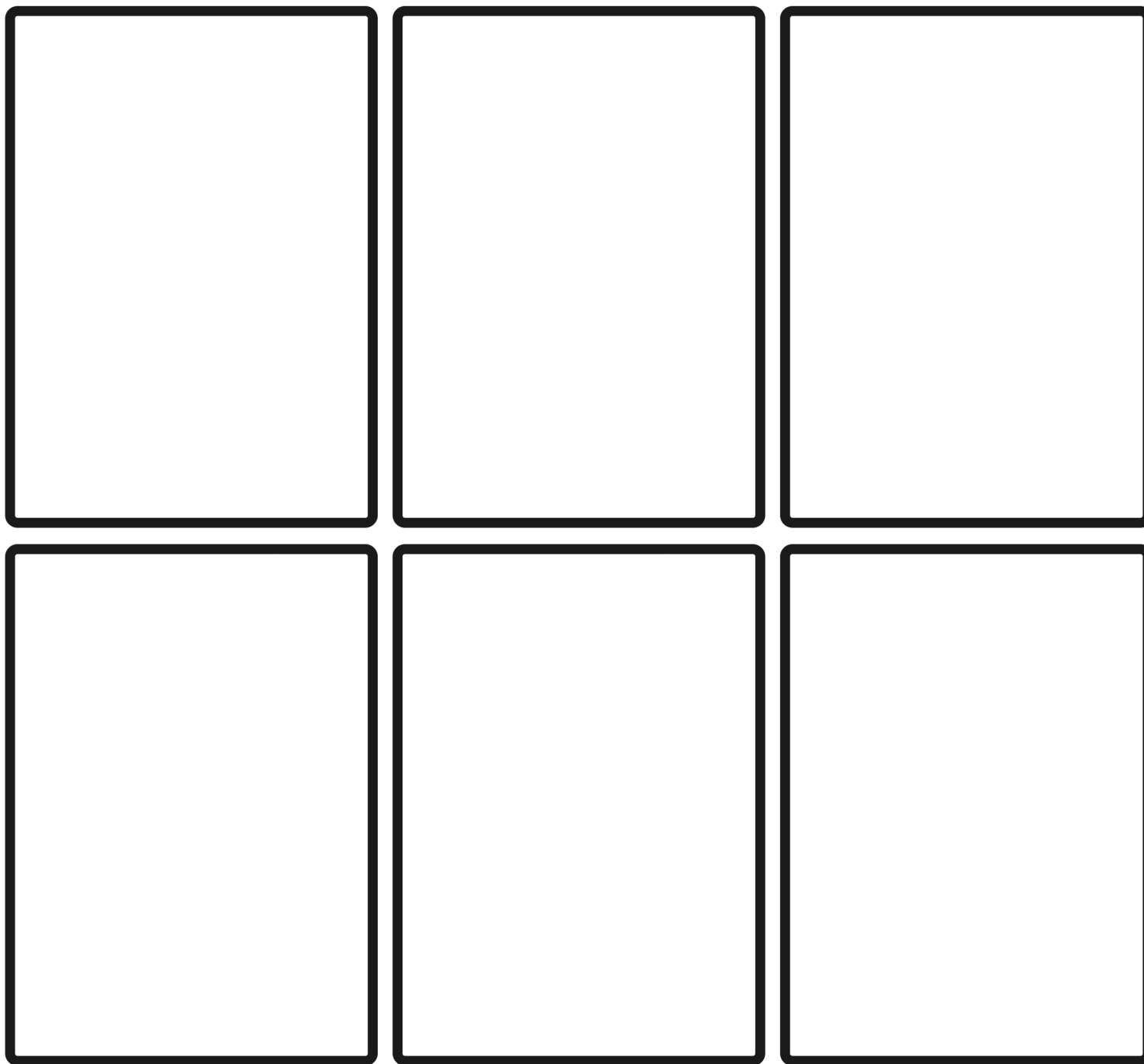
[On discard]

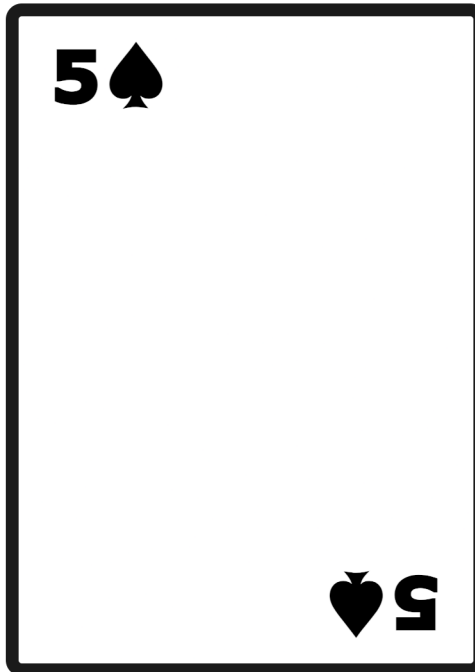
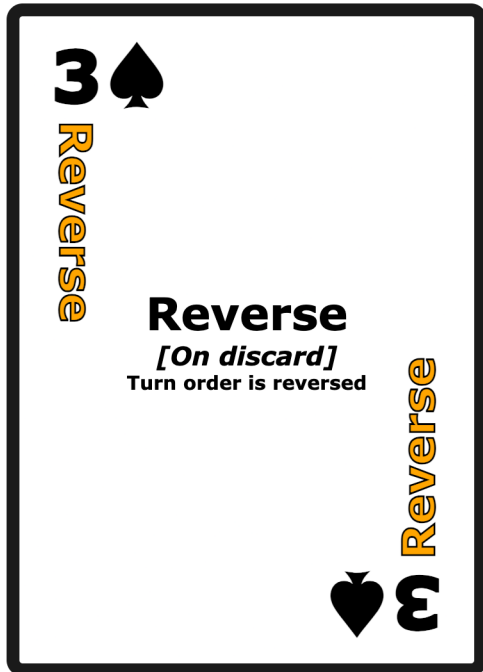
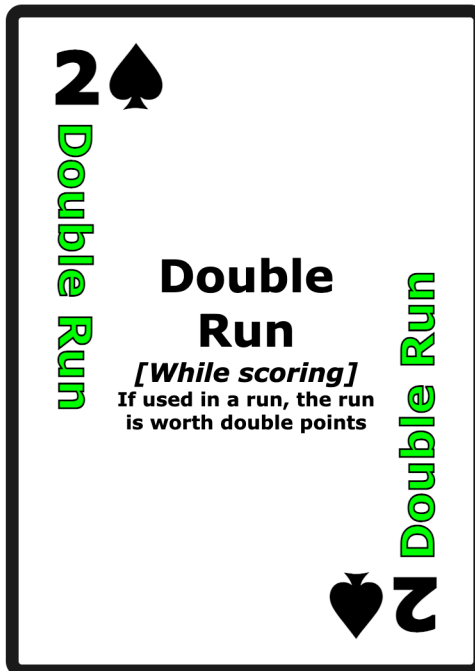
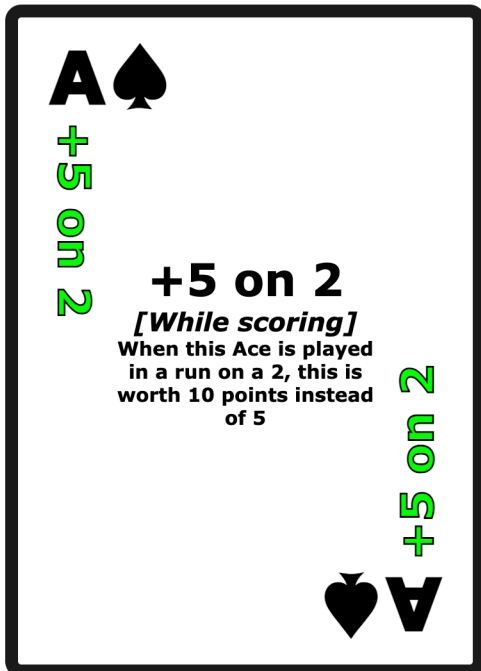
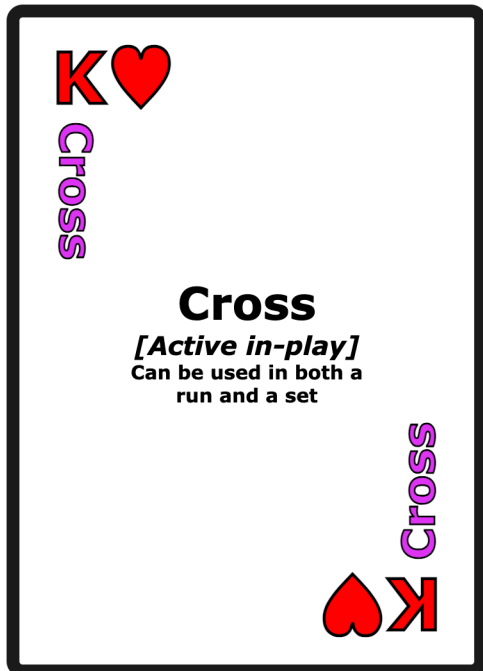
Skip next player's turn

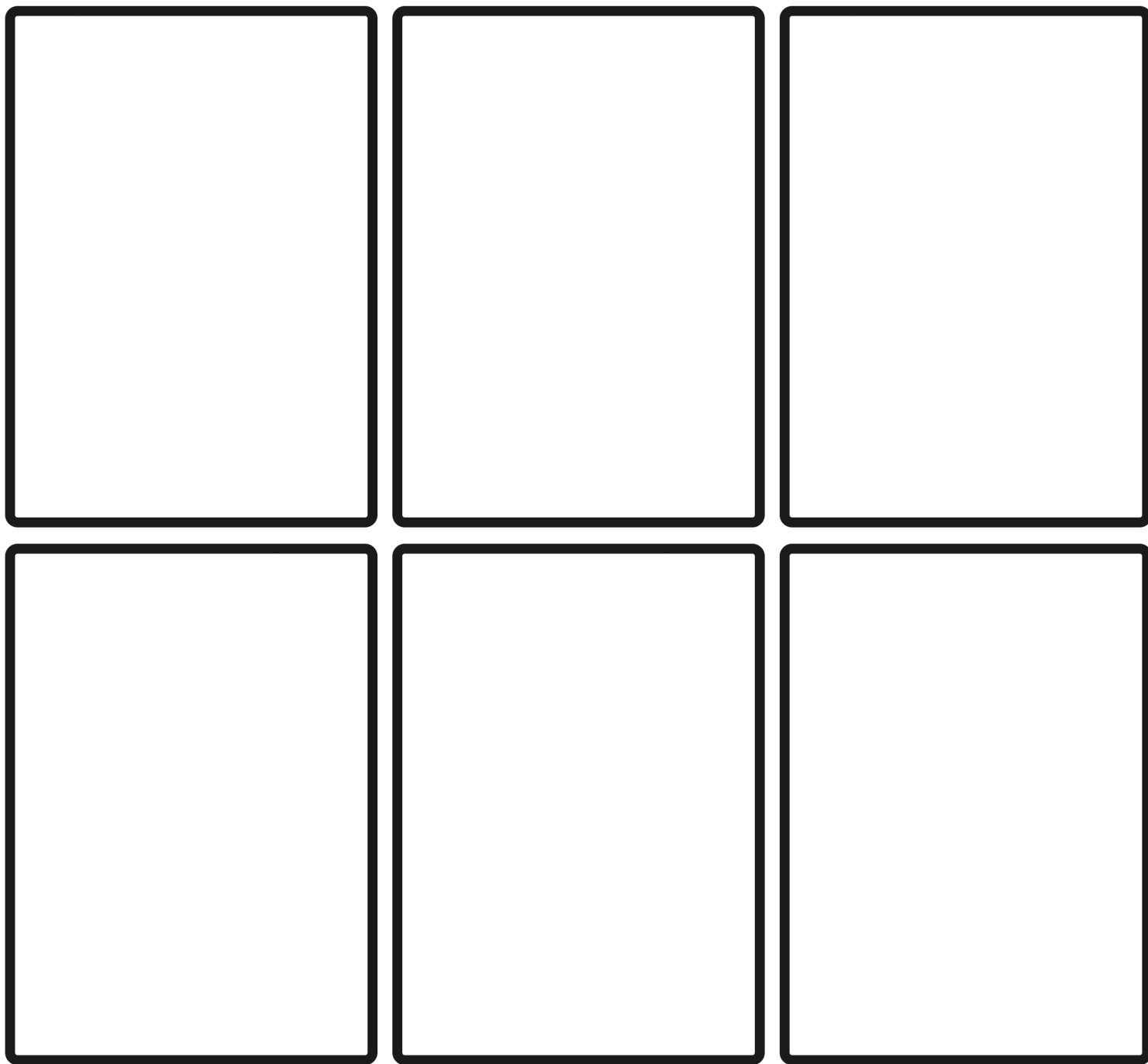
♥ 6 Skip

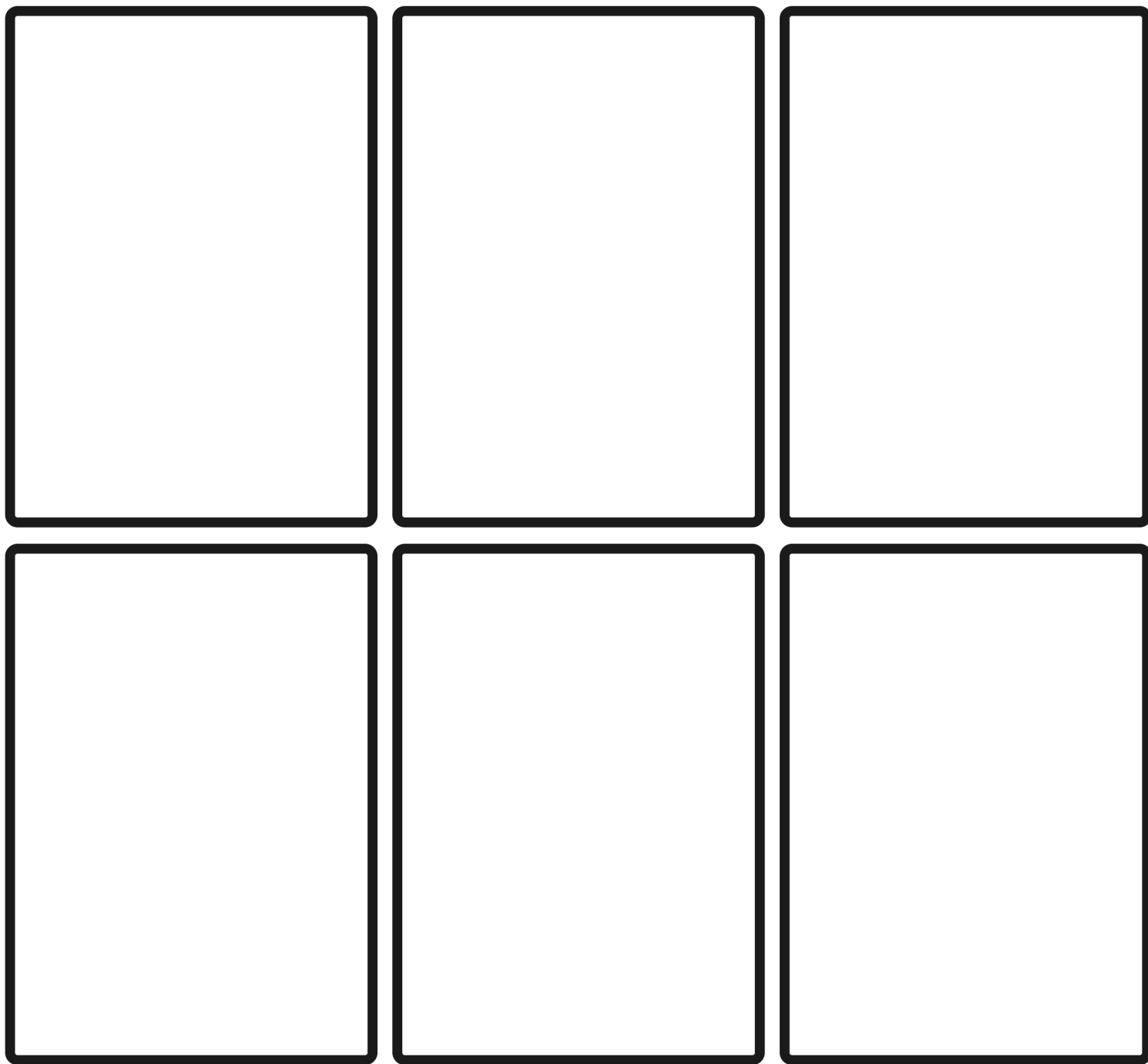


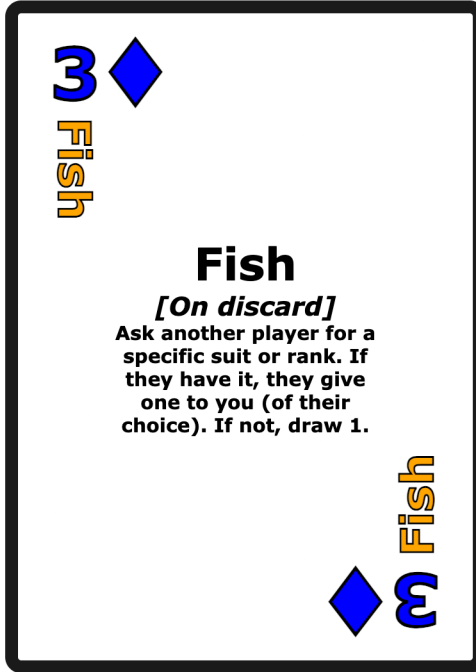
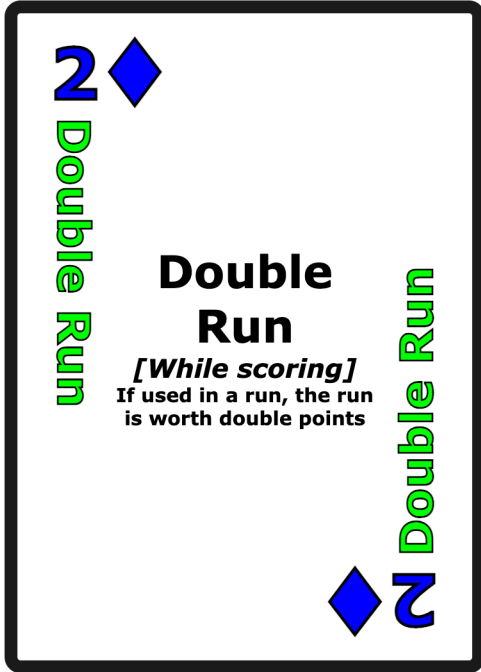
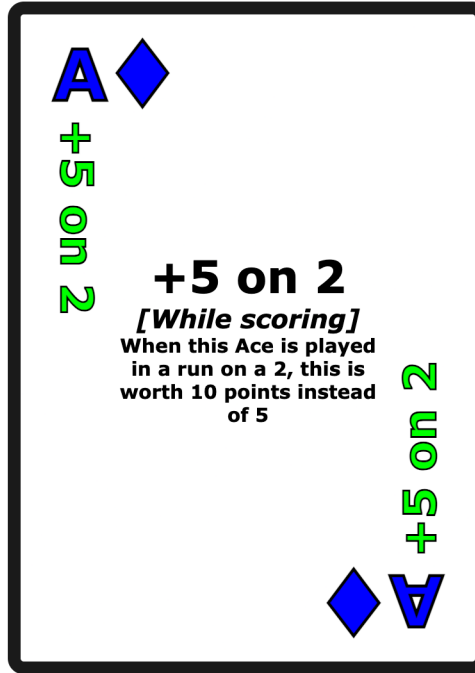
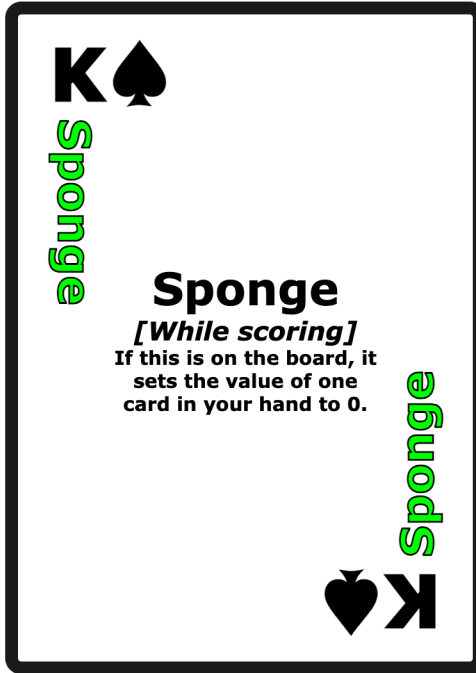
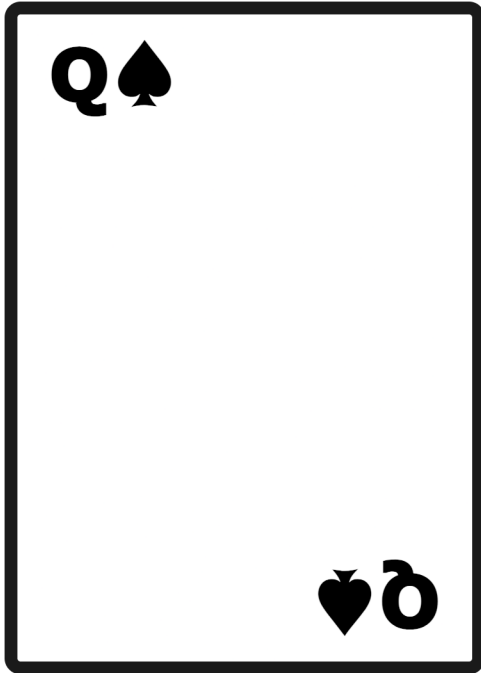


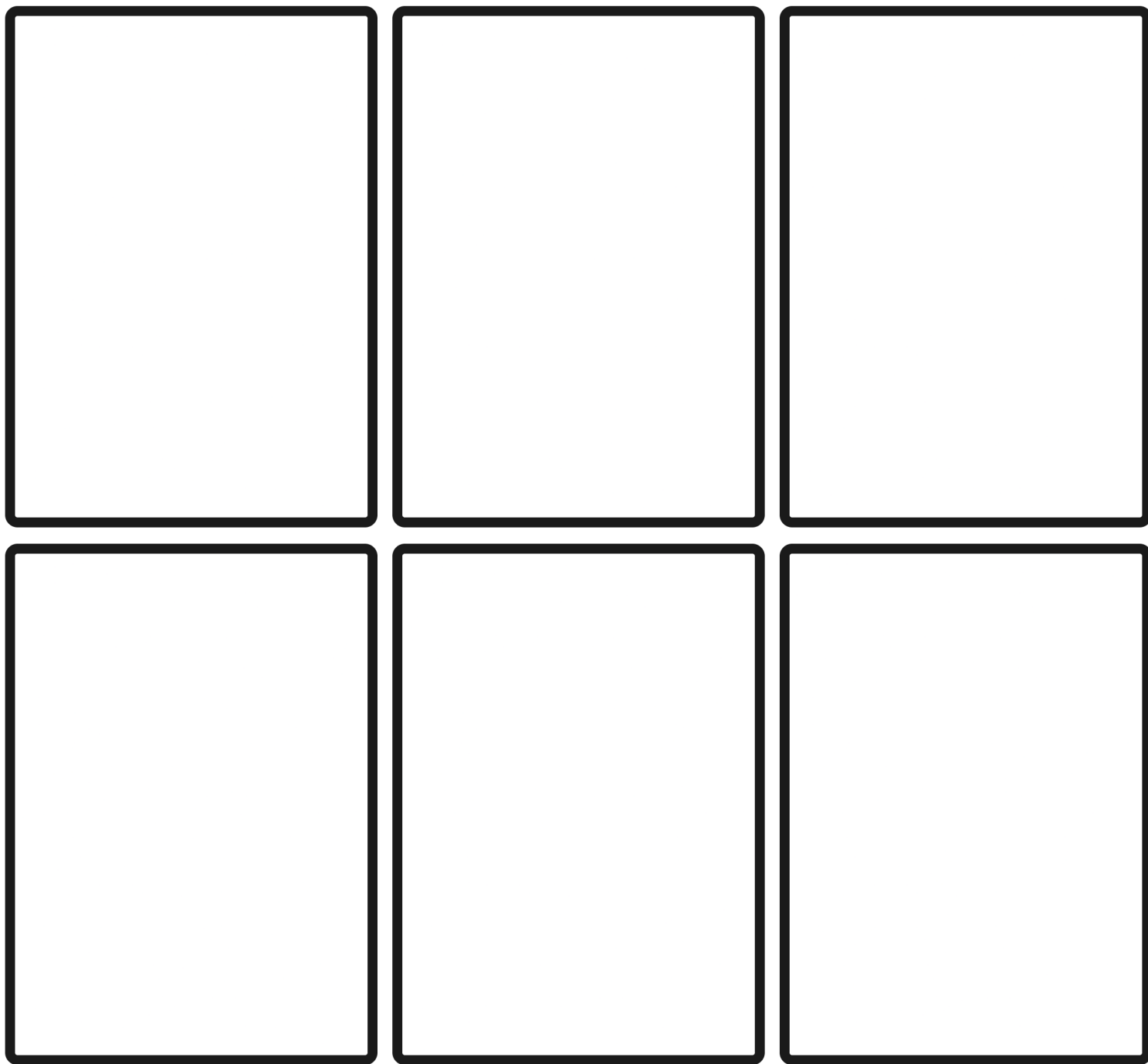


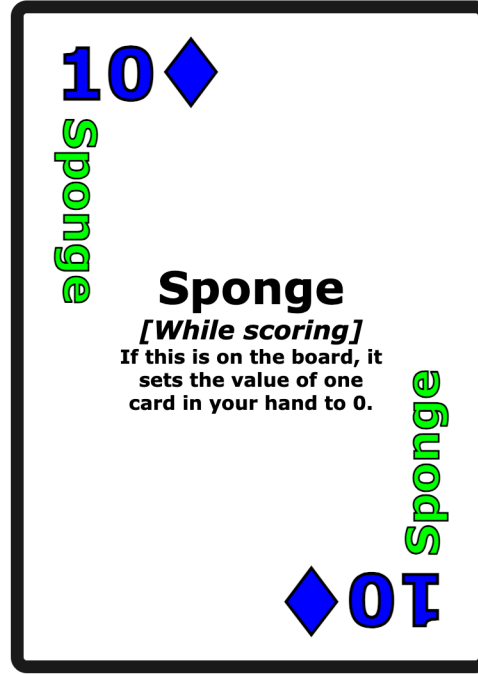
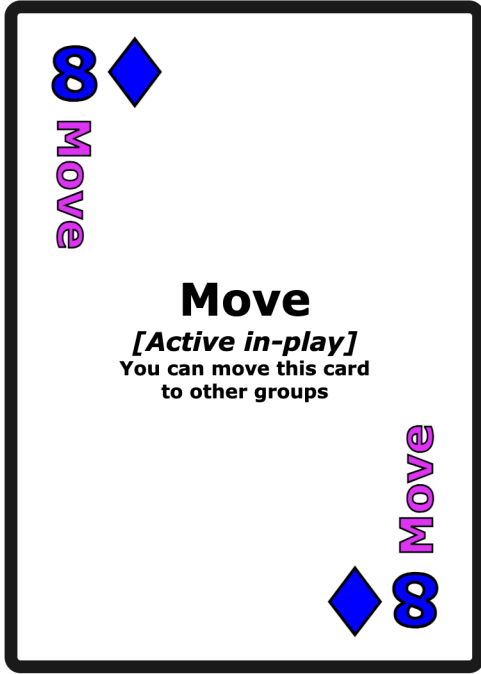
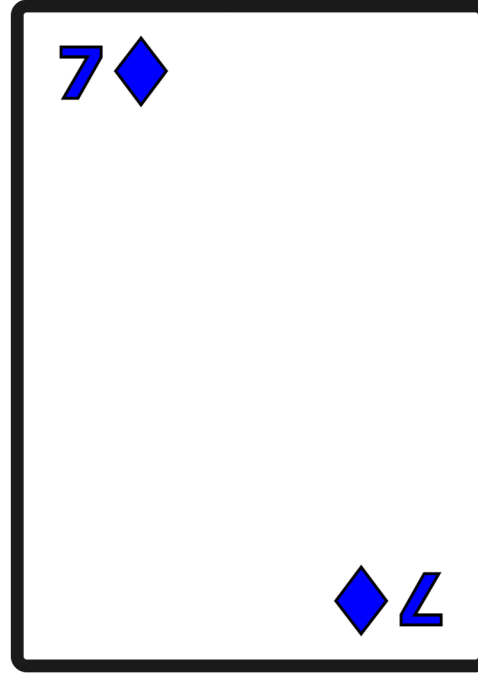
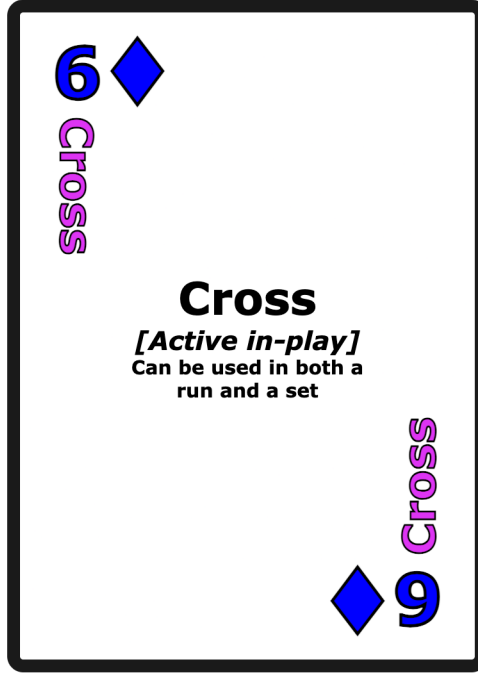


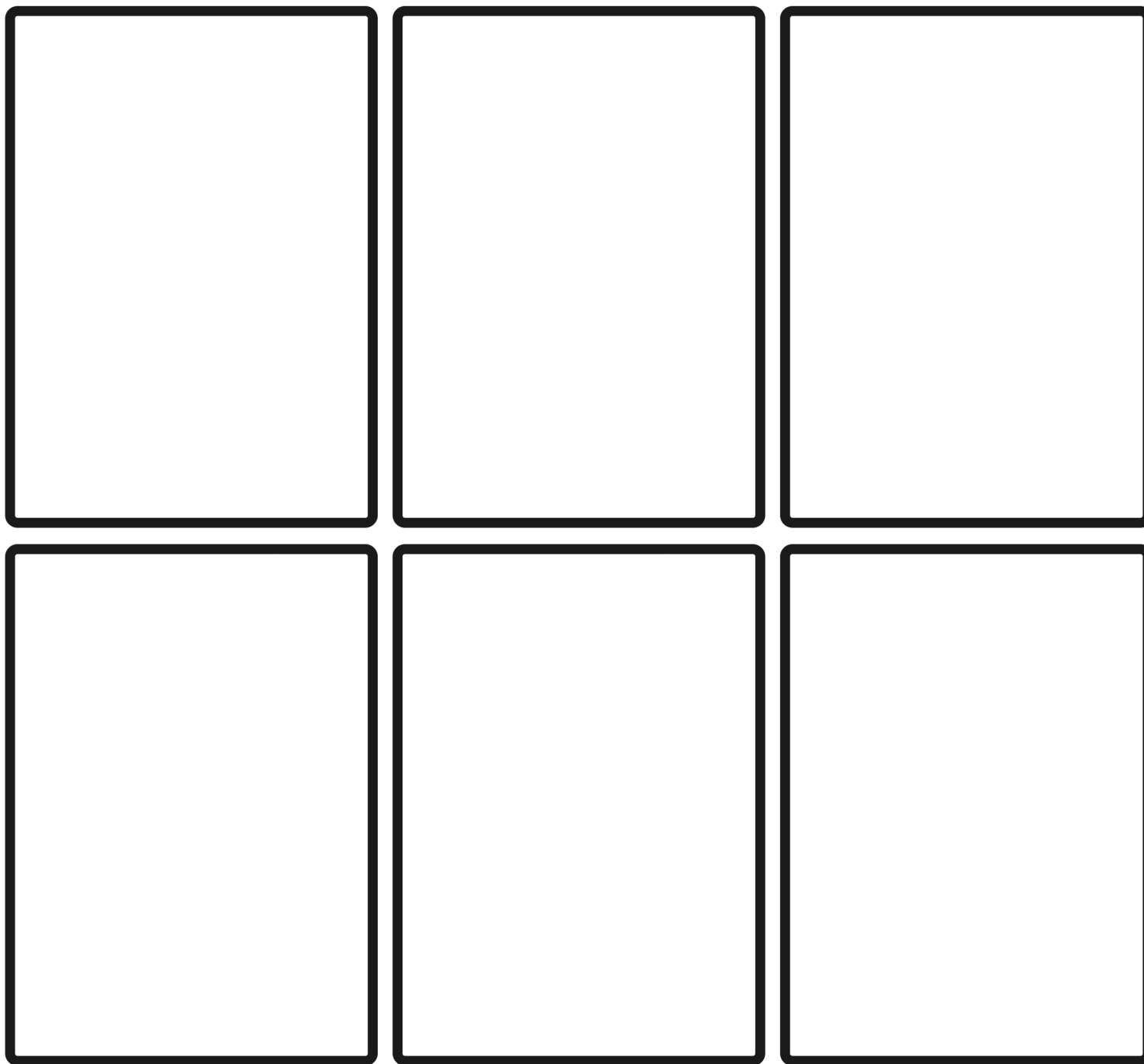


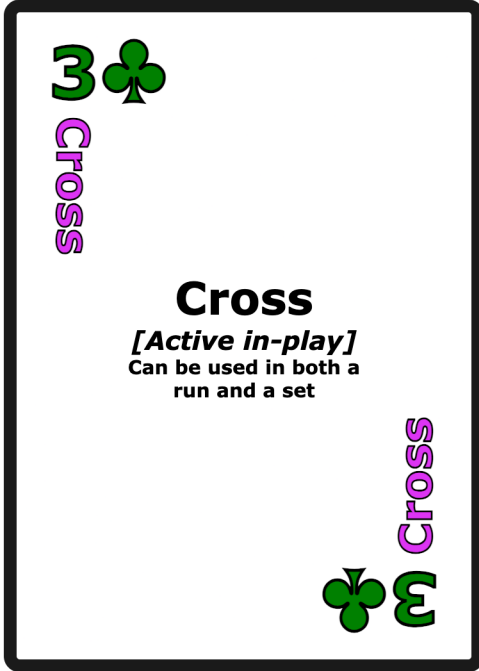
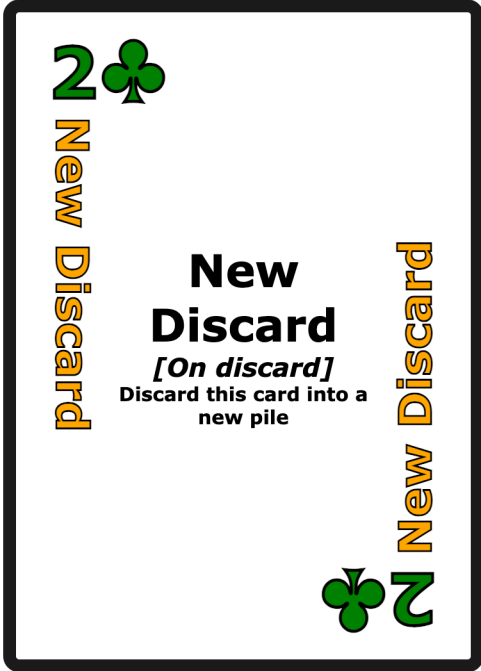
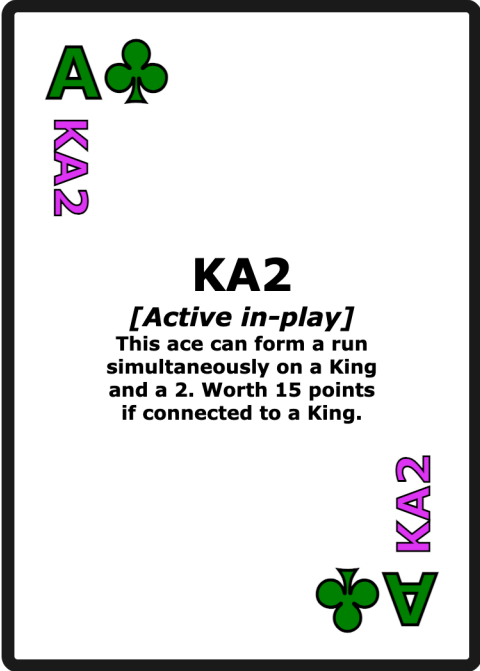
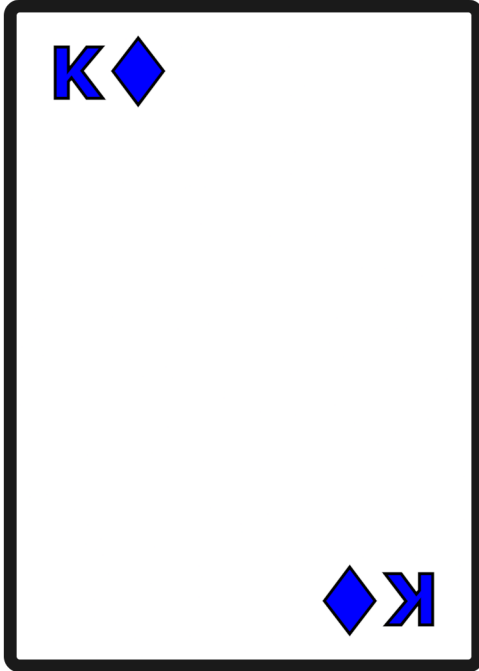
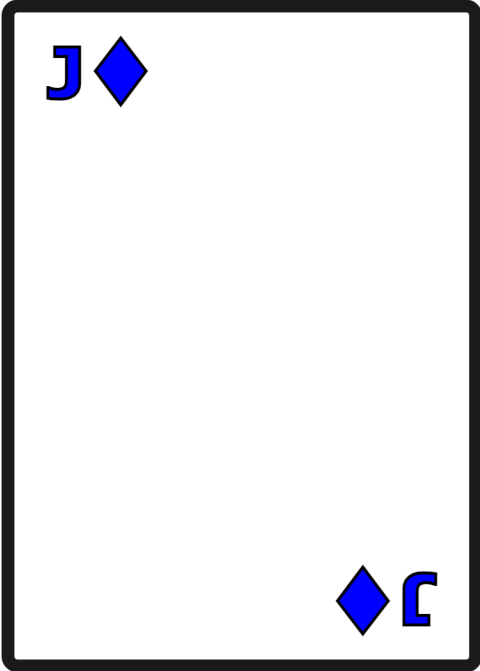


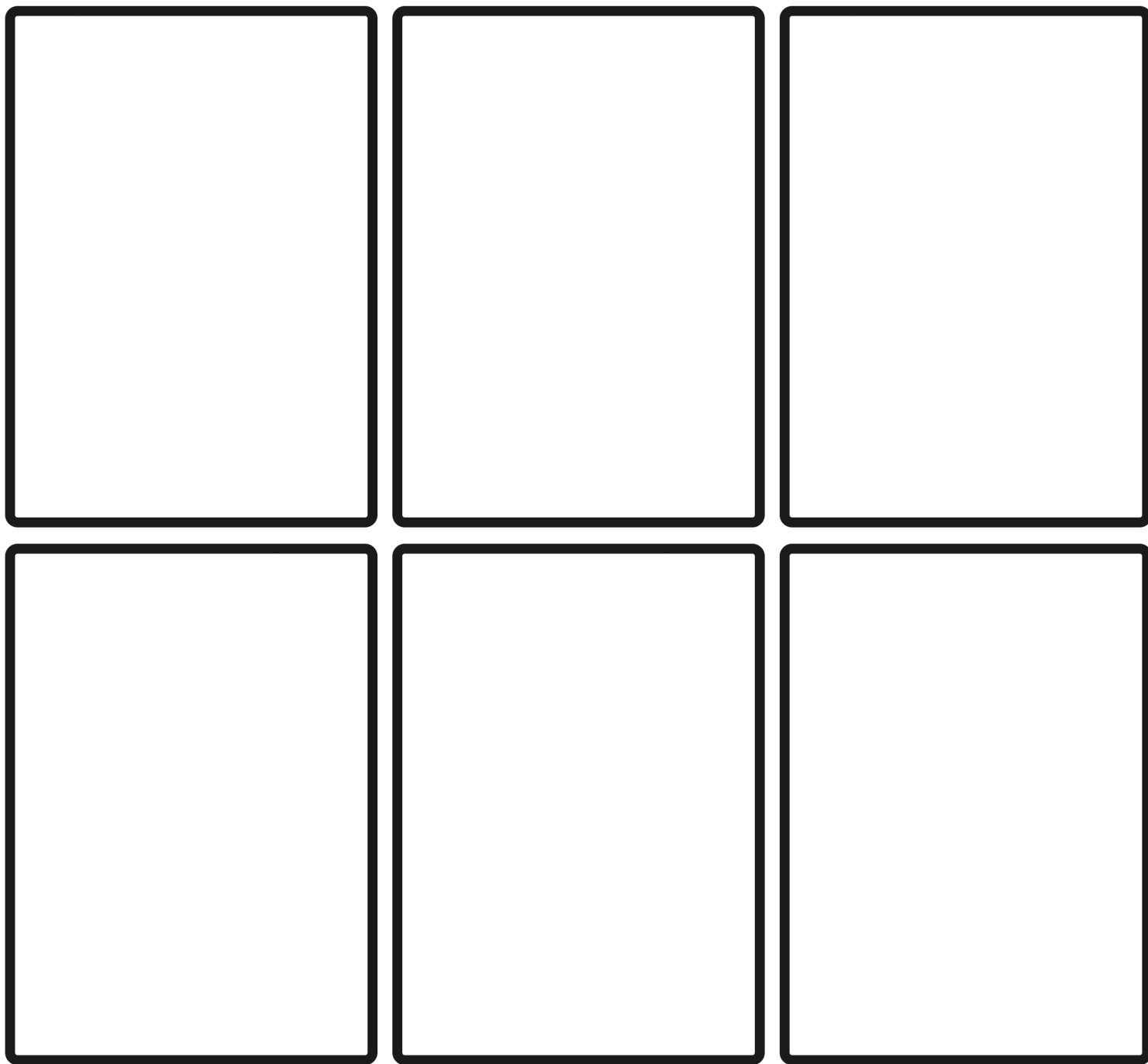












4♣

Collectable

Collectable

[Active in-play]
This discard pile can be collected up to this card without being forced to play it

♣4

Collectable

5♣

♣5

6♣

+5 per group

+5 per group

[While scoring]
You get +5 points for each group you own. Does not stack.

♣9

+5 per group

7♣

♣7

8♣

Move

Move

[Active in-play]
You can move this card to other groups

♣8

Move

6♣

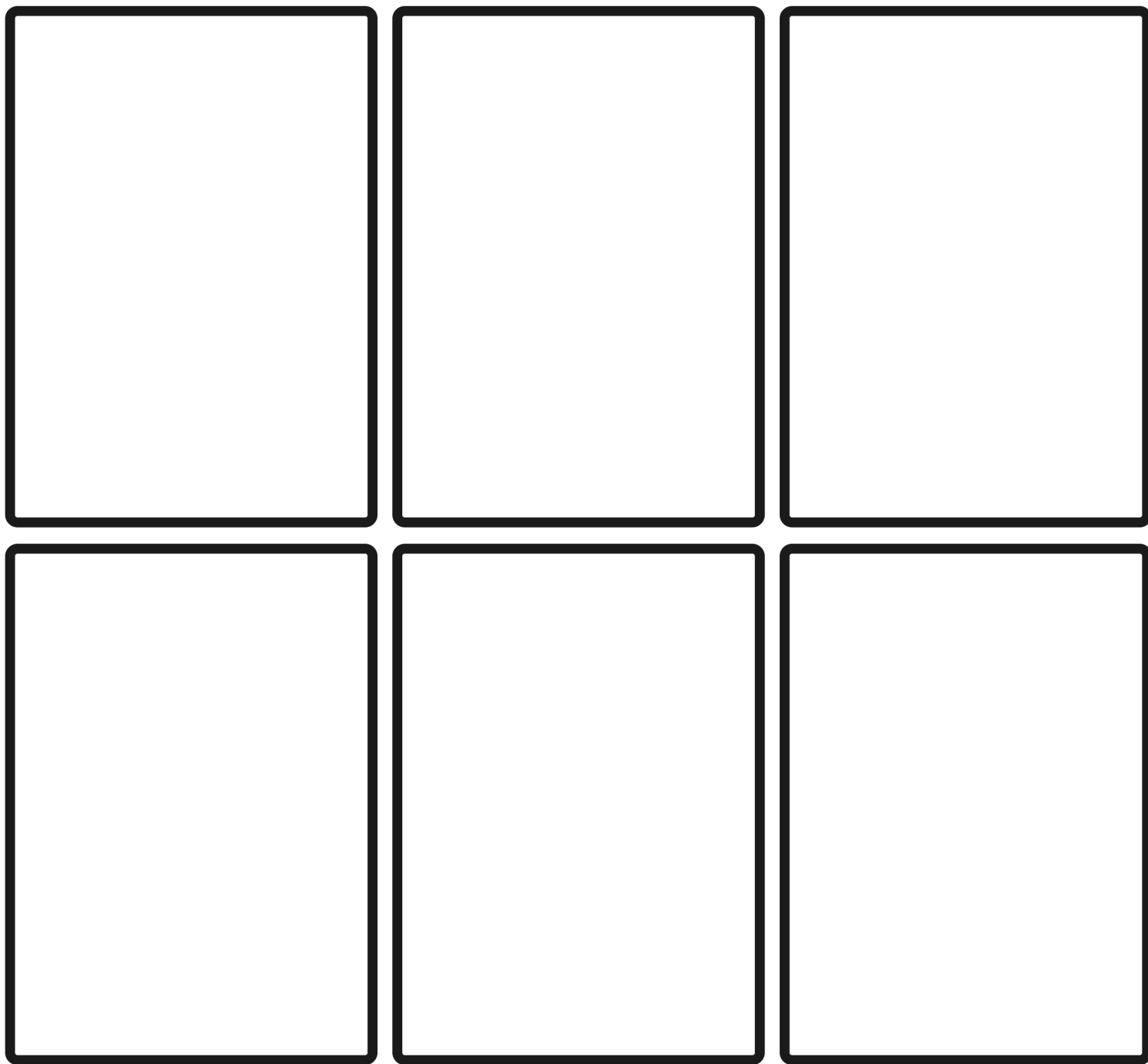
Reverse

Reverse

[On discard]
Turn order is reversed

♣6

Reverse



10♣

♣10



Search Discard

Search Discard

[On discard]

Take any card from the pile this was discarded into. Cannot pick itself.

Search Discard



Fish

Fish

[On discard]

Ask another player for a specific suit or rank. If they have it, they give one to you (of their choice). If not, draw 1.

Fish



K♣

♣K

Protected

Protected

(On a run) This run cannot be extended in this direction. (On a set) This set cannot be extended at all. -10 points in hand.

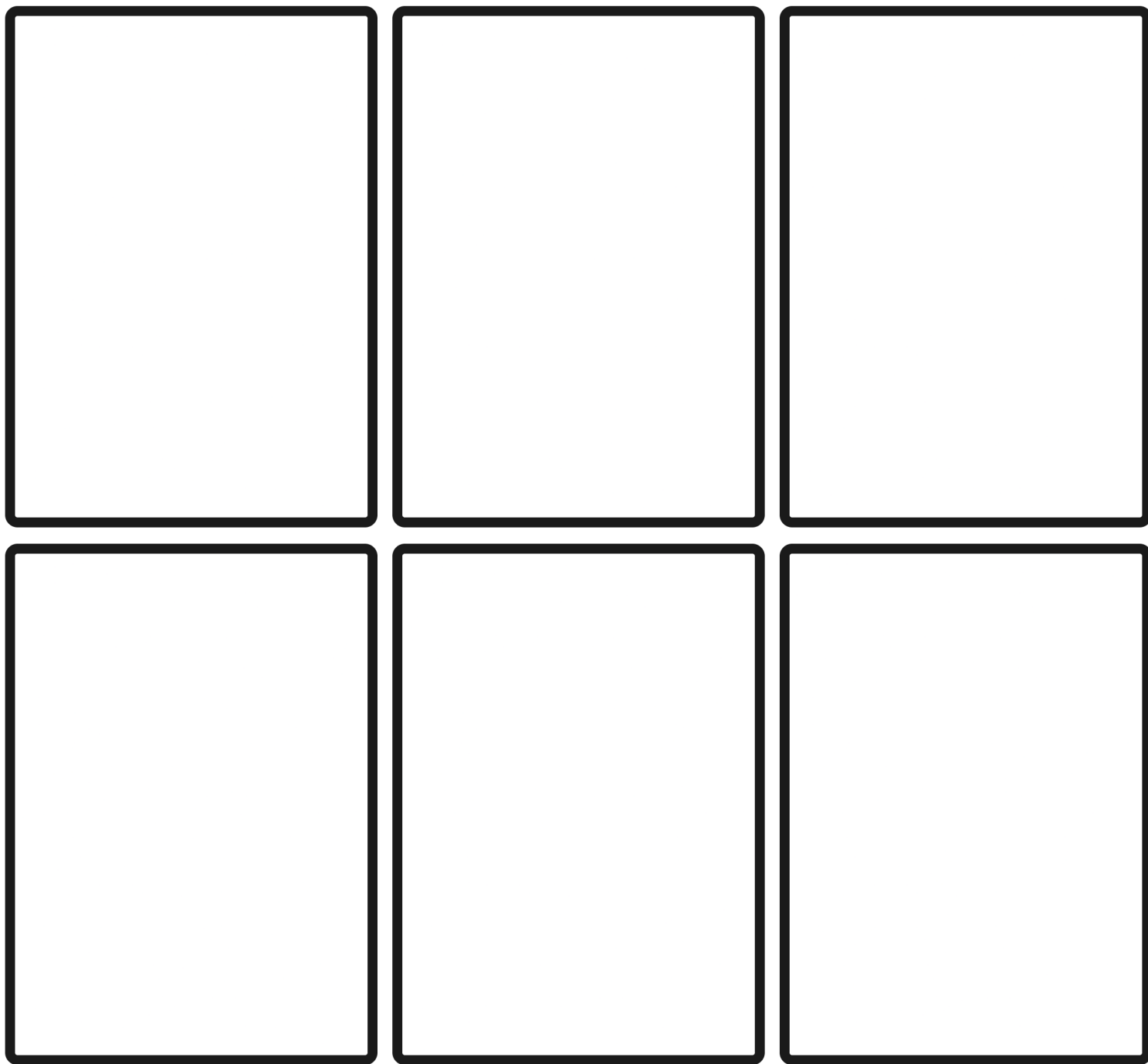
Protected

Protected

Protected

(On a run) This run cannot be extended in this direction. (On a set) This set cannot be extended at all. -10 points in hand.

Protected



Transition

Transition

Can be played on a run
to change the run suit.
-10 points in hand.

Transition

Transition

Transition

Can be played on a run
to change the run suit.
-10 points in hand.

Transition

Hot Potato

Hot Potato

Cannot be discarded or
played. Pass to next
player when you play a
group. -25 points in
hand.

Hot Potato

