Split deck into half

Each player draws three cards and looks at them

They decide if they want to keep their hand or put it in their treasure and draw a new one

If they draw a new hand, they cannot look at it

If they do not mill, they draw three random cards and that becomes their treasure pile

Each player places the cards in a row face down opposite each other

The player who did not shuffle the deck goes first, otherwise the player who lost the last round goes first. In the event of a tie the previous round, the player who did not go first last round goes first.

**PHASE 1:** The player who goes first chooses a card from their opponent’s side, if it is a face card (J, Q, K), they claim it and place it in their deck. If it is not a face card, skip to the second phase. If it is a face card the round is over and skip to the third phase.

**PHASE 2:** The players flip each other’s cards one a time. If, at any time, one card is higher than the other in a flip event, the player who owns that card wins. If the losing player wishes, they can continue to play by flipping the second or third card that their opponent owns. The higher card wins. Once all three cards have been flipped on both sides, the last cards drawn determine the overall winner of the round.

**PHASE 3:** The winner of the round claims all cards flipped and all cards in all treasure piles. This phase happens as well if a losing player backs out.

If a royal ended the round, the player who took the royal gets both treasure piles, the player who lost the royal gets all face up cards, and all face down cards go back to their respective decks.

The game continues until the ace of spades is revealed

The winner is determined by who has the most points.   
non-royals count for 1, royals count for 5, aces count for 10