Last Card — Deal ~ 5-10 cards per player.

Aim of game - Get rid of all your cards ASAP

Ace / Joker	— Change Suit
2	— Fight Card — Pick up 2 cards
3	— Fight Card — Shield / Block
4	— Player after you discards 1 card (of choice) as their turn
5	— Fight Card — Pick up 5 cards
6	— Fight Card — Undo block
7	— Fight Card — Shield / Block
8	— Player after you draws & keeps random card from your deck not as their turn
9	— Fight Card — Mirror / Pass on
10	— Player after you misses a turn
11	— Swap rotation
12	— Every one has to show you one of their cards
13	— Player after you does the chicken dance

When a 2 or 5 is placed, fight mode is activated. During fight mode, Fight cards of any value or suit can be placed on the previous card. The toll of "pick up" cards can be increased by putting 2's or 5's to create a total sum. A 9 is a pass-on card and can transfer the toll to the player after/next. The fight flow can be stopped by block/shield cards 3 & 7. However, the 6 card is able to undo the effects of the 3 or 7 and continue the fight flow.*

When the game is not in fight mode, 3, 6, 7 & 9 have no effects and the consecutive suits/numbers rule reapplies. At all times "sets" of the same number can be placed.

The first face up card at the start of the game has
no effect whatsoever.
The players play clockwise from the dealer.

* 9's can only be used before blocks unless if a six is
used after a block
so: 5 → 9   or   5 → 7 → 6 → 9
 6's can only be used after blocks
so: 5 → 7 → 6
 when a 6 or 9 is used, more 6's or 2's can be placed
so: 5 → 7 → 6 → 2   or   5 → 9 → 5

A player can win on any card except an Ace/Joker