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CS – 445
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<u>Jupè</u>
multiplayer card game

Jupè consists of **two** or more players which each start with **four** face down cads. At the start each player looks at their bottom two cards for a brief moment, then they must place them face down in their original positions. After the first glance the player to the left of the dealer chooses the first card from the middle deck. The game is a memory and strategy game where the goal is to have the **lowest total value** of cards when the game round ends, each round ends when a player yells jupè (yoopi)! On his or her turn instead of picking a card from the stack. Game is over when someone's total score exceeds 50.

Values if Chosen from Stack
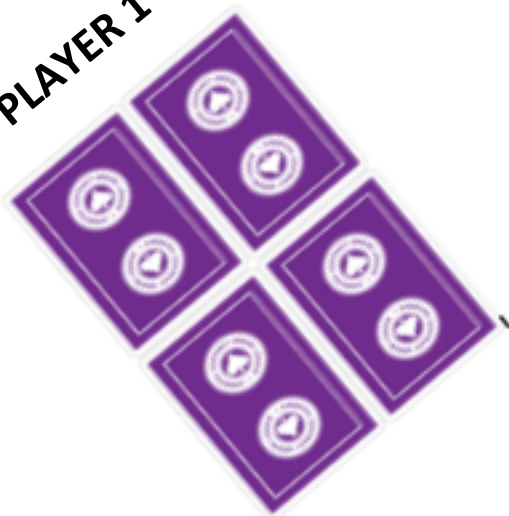*(normal 52 card deck including jokers)*

Red Kings	=	-1 **or** burn
Jokers	=	0 **or** burn
Aces	=	1 **or** burn
2s – 5s	=	value **or** burn
6s 7s	=	look at any one of your own cards once
8s 9s	=	look at any one of your opponent's cards once
10s	=	10 **or** burn
Js Qs	=	swap any two cards in the game
Black Kings	=	10 **or** burn

- Cards in hand hold the same values without the abilities
- Cards in the burn pile can be chosen for value only no abilities. Burn pile is face up
- STACKING, if the top card on the burn pile is in your hand you can get rid of it by stacking at any time until the top changes. Once a player has stacked, they now only have 3 cards in their total hand.
- A common goal is to usually get down to at least two cards before calling the round.
- If you stack and use a non-matching card you again a 5th card in your hand.
- If a desired low value card is picked up, you shall swap your card in hand with the new card disposing of your original card into the burn pile.
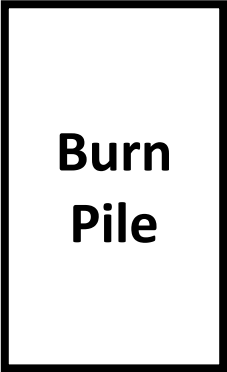- Choosing from the burn pile counts as your turn.

EVERYTHING IS TURNED BASED EXEPT FOR <mark>STACKING</mark>

PLAYER 1

Burn
Pile

Main
Deck

PLAYER 2