

PASS - If it is your turn and you cannot play or strategically do not want to play, you may choose to pass. A player that passes will not have another turn until a new round begins. (A round

is the time from when the hand is dealt to when the field is flushed, see below; one hand may have multiple rounds..

FLUSHING THE FIELD - If you “flush the field”, according to the following conditions, you will be the starting player for the new round (next stack); discard all cards from the current stack and lead a new round.

The field is flushed when:

1. When all players but 1 have passed.
2. When the 4th card is played to a set of Same Numbers or a 5th card is played to a Sequence of Numbers
3. When you overwrite with an 8, add an 8, or play multiple cards and include an 8. (*Playing a single 8 as the first card does not trigger a flush.*)

SCORE CALCULATION: If a player has run out of cards during a round, play ends immediately, and the other players each total the remaining negative points in their hands (shown in the 4 corners of the cards below the rank), and record it in some manner.

If no one has reached -20 points, the player with the least points (most negative) becomes the starting player for the next round; if there is a tie, the player who is closer to the previous start player in the clockwise direction will be the new start player. Collect all of the used cards and any that were set aside and prepare for the next round.

END OF GAME and **VICTORY CONDITION:** Eventually, the game ends when someone’s negative points reach -20 or below. At that point, the player with the most points (least negative) is the winner; if there is a tie, share the victory.

TWO PLAYER: Remove one copy of each card 1 to 15. Choose a start player in any way you like. Randomly set 4 cards aside.

The start player shuffles the cards and deals 12 to each player, setting the others aside for the second half.

Card play and score calculation is the same as in the 4 player game. The player who has cards left in hand will record their score. The player who has cards left becomes the start player for the second half and deals out 12 of the remaining cards to each player. Otherwise, play happens as it did in the first half.

At the end of the second half, the player with the most points wins; if there is a tie, share the victory.

THREE PLAYER: Remove one copy of each card 1 to 15. Choose a start player in any way you like.

The start player shuffles the cards and deals 13 to each player. Keep any extra cards off to the side. They will not be used until the next deal (once one player is out of cards.)

Card play, score calculation, game end, and victory is the same as in the 4 player game.

FIVE and SIX PLAYER: Use all cards. Choose a start player in any way you like.

The start player shuffles the cards well, sets 5 aside, and deals the remainder to the players. In a 5 player game, each player will receive 12 cards; in a 6 player game, each player will receive 10 cards.

Card play is the same, except up to 5 of Same Number is possible; additionally, 4 cards or 5 cards of the Same Number will flush the field.

Score calculation, game end, and victory is the same as in the 4 player game.

BEGINNER RULES:

For all player counts:

- When calculating scores, each card left in hand is considered -1 point (instead of the values shown on the cards.)

For 3-6 player games:

- The game ends when a player reaches -10 points.