Appendix

Rules for simplified ZSY:

Two players are dealt 18 cards randomly from a deck of 54 cards (13 per value, 2 jokers). The goal is to get rid of all the cards in ones hand. A coin is flipped to determine who starts the first round.

That player that starts a round has these options to play:

● **Single**: 1 card

● **Double**: 2 cards of the same number

● **Triple**: 3 cards of the same number

● **Bomb**: 4 cards of the same number

● **Chain**: a series of consecutively-valued cards, for which each 'link' has at least two of that number. For example, 33444, JJQQKK, are valid patterns. 5556677778899 is, but 44566 is not because there's only one five and 7799 is not because it's not consecutive.

The next player must play cards that match the pattern exactly, but are higher. For example, if 777 was played, the next player could follow with 888, 999, QQQ, or so on. If 55666 was played, he could follow with 77888 or JJQQQ (but not JJJQQ). Alternatively, the player can play a "Bomb" over any pattern, and those can only be beaten by higher bombs. Or, the player could pass.

The order of card values is shifted slightly from typical, with 2 being the highest non-joker card. The order for ZSY from low to high is (suits don't matter):

3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A, 2, Black Joker, Red Joker

When every player has passed, the last player to play some cards wins the round, and gets to start the next round, setting the new pattern. As soon as a player runs out of cards, that player wins the game.