



HOW TO PLAY

Object: To have the lowest score after playing all 5 rounds.

Deck: The game has 5 suits: stars, hearts, clubs, spades and diamonds. Each suit has 11 cards ranging from 3 to 10, a Jack, Queen & King. The 58 card deck also has 3 Jokers.

Card Values: Each number card is worth its face value, Jacks are 11, Queens are 12, Kings are 13, Jokers are 50 and the current wild cards are worth 20 points.

Books: A book consists of 3 or more cards of the same value regardless of suit. For example:

8♣ 8♠ 8♥ or K♦ K♥ K♠ K♣.

Runs: A run consists of 3 or more consecutive cards of the same suit. For example:

5♣ 6♣ 7♣ or 9♦ 10♦ J♦ Q♦.

Wild Cards & Jokers: The wild card changes every round. For each round the wild card is equal to the number of cards dealt. For example when 3 cards are dealt the 3s are wild, when 4 cards are dealt the 4s are wild, and so on until the last round when 7 cards are dealt and the 7s are wild. Jokers are always wild. Any card in

a book or a run can be replaced by any wild card or Joker. For example, if 5s are wild a book could be 5♠, Q♠, Q♥ & a run could be 6♦, 5♣, 5♥, 9♦. You can have as many wild cards or Jokers in a book as you wish (and they can be next to each other).

Deal: Before each round is dealt, shuffle the cards together. In the first round, deal 3 cards one at a time in a clockwise direction starting with the person to your left. The remaining cards are placed in the center as a draw pile, and the top card is turned over to start the discard pile. In each following round, the deal rotates and the number of cards dealt increases by 1; thus, the 2nd round has 4 cards, 3rd round has 5 cards, 4th round has 6 cards and the final round has 7 cards.

Play: The player to your left goes first, and play continues clockwise. Start each turn by either drawing a card from the draw pile or picking up the top card from the discard pile. Complete your turn by discarding one card. You can only lay down your books and/or runs when going out or, in turn, after another player has gone out. (See Going Out) When a player is able to go out, the remaining players have 1 last turn. Each remaining player, in turn, will draw from the draw pile or pick up the top discard, then lay down all books and runs, discard one card, and add the points for the remaining cards to his or her score. The value of the cards on the table does not matter, only cards remaining unused in the hand are counted.

The scorekeeper keeps a running tally. Low score wins.

Going Out: After drawing from the draw pile or picking up the top card from the discard pile, if you are able to arrange all the cards in your hand into books and/or runs with 1 card remaining, then lay your cards down and discard the last card to go out. The discard can be a card that could have been played.

Notes: A card cannot be played on another player's books or runs.

- Keep your options open.
- You can come from behind even at the last hand.
- Remember, the wild card is always the same as the number of cards in your hand.
- If a wild card is discarded, only the next player can pick it up. If the next player draws, that wild card is out of play.

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