

GAME RULES

The goal of this game is to become the first player to match the hole cards. It is a game for **2-4 players** using one card deck, or two card decks for 8 players.

1 Distribution of cards

One of the players deals 7 cards to each person, turning over the following card, which will remain face-up on the table next to the card deck to start the discard pile.

2 Card tricks

Each player will try to gather a series of cards with the same number or value, or a straight flush with consecutive cards of the same suit made up of at least 3 cards.

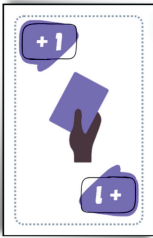
3 Start and progress of the game

The person on the right of the player who has dealt the cards starts the game. He/she can choose either to take the card left face-up on the table or the card on the top of the card deck. Then this player will discard one of his/her cards leaving it face-up on the top of the discard pile, thus ending his/her game turn. The next time, he/she will decide whether taking the discarded card or the top card on the deck, discarding next and so on. When a player has one or more unmatched cards in his/her hand for a total value of no more than 5 points, he/she can leave all the matched cards on the table, still keeping the unmatched ones in his/her hand. The other players, when it is their turn, can place those uncombined cards on the combinations displayed on the table, either on the three-of-a-kind or on the straight flush, in ascending or descending correlative order. The game ends when a player manages to get rid of all the cards except for one, which he/she will use to close the game, leaving it face-down on the discard pile.

4 Score

In each card trick, each player scores as many points as the sum of the cards that were left uncombined, eliminating the players who obtain totals over 100 points. The last player scoring below 100 points wins the game. The player who exposes all his/her cards combined at the same time deducts 10 points from his/her score.

SPECIAL CARDS



Draw

When you play this card, the next person to play draws a card from the deck, loses his/her turn and cannot discard cards.

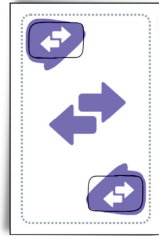


Skip

When you play this card, the next person to play loses his/her turn and cannot draw or discard cards.

Reverse card

The reverse card lets turn the direction of the game. If it was the turn of the player on the right of the person who drew the card, now it is the turn of the player on the left and vice versa. The game continues in the new direction.



Wildcard

This card can be used to be combined with the hole card of the player who owns it as part of any combination of equal cards or straight flushes. One of the 3 cards is necessary to create a series of cards



Circular Letters

These cards can be used to be combined with each other as equal cards in the form of a three-of-a-kind or four-of-a-kind, or as part of straight flushes below 1 and above 12, allowing the 1 and 12 to be joined together to continue the straight flush upwards or downwards.

