



for 3-6 players aged 8 and up

Overview

In this game, the players try to get rid of their cards as fast as possible, but also in high-valued combinations. Players play alone with 3 and 5, in partnership with 4 and 6.

Preparation

players	3	4	5	6
cards	9	8	8	7

Choose a dealer who shuffles the cards and deals the number of cards shown on the table to the left to each player face down one at a time. Place the remaining cards face down as a supply and turn over the top-most card, placing it next to the supply to start the discard stack. The player to the left of the dealer starts the hand and the players then take turns in clockwise order around the table.

Playing the game

On a player's turn, he takes the following three actions in the order shown:

1. He must **draw one card**.
2. He may **play one or more cards**.
3. He must **discard one card** on the discard stack.

1. Draw The player first must draw **one** card from the card supply or **one or more** cards from the discard stack. If the player chooses to draw cards from the discard stack, he must take the top-most first, then the next, and so on until he decides to stop drawing cards.
2. Play The player may now play cards on the table before himself. He must play cards in **combinations of at least 3 cards** each. A combination is either 3 or more of the same number (a "**ling**") or 3 or more cards whose numbers are in a consecutive sequence (**sequence**). A sequence must either be cards of all **one color** or all **different colors**. A ling must always be cards of all **different colors**. A combination may never have 2 identical cards.

Yellow joker All yellow cards are **jokers**; each is used as a card of the same number of any color.

A one color sequence must always have more than half its cards as normal cards (not jokers). Thus, a 4 card sequence may have at most 1 joker, a 5 card sequence at most 2, and so on. A ling or different colored sequence may only have at most 1 joker. You can use a joker to build a Ling of five colors.

Example 10: red 5, yellow 6, red 7 is a one color sequence with joker. Red 5, yellow 5, green 5, blue 5, black 5 is fiveling. Blue 6, yellow 7, blue 8, red 9 is not as legal sequence as it is neither one colored

nor different colored. Red 2, red 3, yellow 4, red 5, red 6, yellow 7, yellow 8 is a red sequence of length 7. Yellow 3, yellow 4, yellow 5 is not legal as it has too many jokers.

first play	number
player score (team)	of cards
< 0 (< 0)	3
0-99 (0-199)	4
100-149 (200-399)	5
> 150 (> 400)	6

During the first hand, a player's first play on the table must consist of at **least 4** cards. In later hands, a player's first play of the hand is dependent on the number of points he or his team has accumulated (see table to left).

Once a player has played his first cards to the hand, he is no longer required to

play a certain number of cards at a time and may also add cards to his or others' combinations.

Joker trade If a player has a card that would fit where a joker has been played in one of his or another's combination, he may trade the cards, placing his card in the combination and taking the joker into his hand. He may then immediately use the joker if he chooses.

No breakup Once a combination is played, it may **not** be removed or rearranged (except for joker trading above).

3. Discard At the end of his turn, a player **must** discard a card face up on the discard stack. A player may **never** play his last card and must organize his play to have at least one card left for the required discard. Then the next player takes his turn. The discard stack should be kept neat so only the top-most card is visible.

Hand end The hand ends when a player, **after discarding** one card, has no more cards in his hand.

Scoring

End hand (discard last card)	10
remaining yellow cards	each -10
other remaining cards	each -5
threeling	0
fouling mixed/clean	10/30
fiveling	50
ling with 7 or 1	half score
3 sequence, mixed/clean	0/10
4 sequence, mixed/clean	10/20
5 sequence, mixed/clean	20/40
for each additional card	+10

Now the players score. The table to the left shows what points players gain or lose for cards on the table and remaining in their hands. Clean combinations are worth more than mixed ones! A different colored sequence is never clean. Other sequences or lings are clean if they have no joker(s).

Each player adds (and subtracts) all their scores together and records them

with pencil and paper.

When playing as teams, each team records their scores together. Also, the partner of the player who ends the hand does **not** score negative points for cards remaining in his hand.

The players add their scores for this hand with their previous total. The left neighbor of the dealer becomes the dealer for the next hand, which is played as above.

The game ends when at least one player reaches 200 points or at least one team reaches 500 points. The player (or team) with the most points is the winner!