

SETUP

- Short game: don't use board side or cards with purple
- Deal 8 cards to each player
- Oldest is first player

TURN STRUCTURE

1. Play a card from hand, by color, to tableau or board
 - a. Wagers can only be played before numbered cards
 - b. Numbers must be higher than previous card
2. Draw a card from deck or board (turn ends)
 - a. You cannot draw a card from the board that you just discarded that same turn
3. Round ends when draw deck is depleted
 - a. Draw pile can be fanned to check remaining quantity

SCORING SEQUENCE

Exact scoring sequence is important

1. Sum numbered cards
2. Subtract 20 (expedition cost)
3. Multiply results by wagers (1:x2, 2:x3, 3:x4, etc.)
4. Add bonus of 20 if 8+ cards in an expedition

END GAME TRIGGER

End of 3rd round