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| Setup  * 12 cards in 4 suits from -3 to 9 (skipping zero) plus Wilds: one 0 and one 10. That is, 50 cards. * 3 Players: Remove all -2, -1, & 9 cards  |  |  |  | | --- | --- | --- | | Players | Deal | Set Aside | | 5 | 10 | 0 | | 4 | 12 | 2 | | 3 | 12 | 2 |  Turn Structure  1. First player plays a card    1. Leading Wild becomes suite of next suit card 2. Clockwise players MUST follow suit if possible    1. Wilds (0 or 10) are suite of first card played 3. Second highest card in suit wins the trick    1. If no one followed suit, suit card wins trick    2. Collect only winning card & all non-suit cards    3. Discard collected ***pairs*** of the same number    4. Winner of trick leads for the next trick 4. End of Round (no cards in hand): tally points    1. 0 (zero) is minimum score marker position    2. Lowest score leads for the next round  End Game  * Trigger: A player has scored more than 40 points * Untied player closest to 40 w/o going over wins |