

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
 - a. Leading Wild becomes suite of next suit card
2. Clockwise players **MUST** follow suit if possible
 - a. Wilds (0 or 10) are suite of first card played
3. Second highest card in suit wins the trick
 - a. If no one followed suit, suit card wins trick
 - b. Collect only winning card & all non-suit cards
 - c. Discard collected *pairs* of the same number
 - d. Winner of trick leads for the next trick
4. End of Round (no cards in hand): tally points
 - a. 0 (zero) is minimum score marker position
 - b. 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