|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Setup

|  |  |
| --- | --- |
| **Players** | **Remove** |
| 3 | All 10s |
| 4 | Single 9|10 card |
| 5 | Nothing |

* Shuffle and deal out all cards
* Player with 1|2 card starts first round

Turn StructureShow, Scout, or Show & Scout with one-time token1. Show
	1. Higher numbers beat lower numbers
	2. More cards beat fewer cards
	3. Matches beat sequences
	4. Take beaten cards into a scoring pile
2. Scout
	1. Take an OUTSIDE played card
	2. Card can be inserted anywhere and either way into hand
	3. Owner gets $1
3. Round ends if a player plays all their cards ORAll ***other*** players scout instead of showing: that player who showed does NOT deduct for the cards remaining in their hand.

End Game* Trigger: All players have gone first in a round
* Score: Cards plus scout tokens minus cards in hand
 |