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| 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 Structure Show, Scout, or Show & Scout with one-time token   1. 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 OR All ***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 |