

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
 - a. Higher numbers beat lower numbers
 - b. More cards beat fewer cards
 - c. Matches beat sequences
 - d. Take beaten cards into a scoring pile
2. Scout
 - a. Take an OUTSIDE played card
 - b. Card can be inserted anywhere and either way into hand
 - c. 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