



For 2 to 6 players,
ages 7 and up,
playing time about 15 minutes



Object of the game:

Be the first player to get rid of your hand of cards, by making combinations with the cards on top of the three discard piles. A game consists of several rounds.



Contents:

- 70 cards: 2 identical sets of 35 cards numbered from 1 to 7 in 5 different colors;
- 60 score tokens.

At the beginning of the game, each player gets 10 tokens.
Choose the first player.



Round setup:

Shuffle cards and deal 6 cards to each player so as to form their *hand*.
Turn 3 cards over, and place them face up in the middle of the table to form the 3 *discard piles*.
Stack the remaining cards face down next to the three *discard piles* to form the *deck*.



Game turn:

During his turn, a player can place a card from his *hand* on one of the 3 *discard piles* provided that this card matches the value or the color of the card it covers.

If the placement of this card results in a *combination* (see below), the player must announce it before placing his card.

If he can't or doesn't want to place a card, the player must *draw* the card on top of the deck, add it to his *hand*, and pass his turn.

The player sitting on his right plays next.

There are 4 kinds of combinations:

- **Pair:** if the card placed is **identical** (same color and same value) to the card it covers, the player must announce “pair”, and play again.

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- **Straight:** if the 3 **discard piles** show **consecutive values** (1-2-3, 2-3-4, etc., not necessarily in order, 6-7-5 is valid), the player must announce “straight”, choose a player who has to *draw* a card, and then play again.

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- **Flush:** if the 3 cards on the discard piles are the **same color**, the player must announce “flush”, choose a player who has to *draw* 2 cards or 2 players who each have to *draw* 1 card, and then he must play again.

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- **Three of a kind:** if the 3 cards on the *discard piles* are the **same value**, the player must announce “three of a kind”, all the other players have to *draw* a card, and he must play again.

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These effects only apply when the *combination* did not exist from the previous turn.

However, a straight can follow another straight as long as at least one number is different (for example if the 1 from the straight 1-2-3 is replaced by a 4, the new straight is 4-2-3, and this is acceptable).

When a player does not announce his *combination* ahead of placing its card, and if another player announces it in his place, the effect does not apply and the player who did not announce his *combination* *draws* a card.

The players who are chosen to *draw* a card must say “thanks”, if not, they have to *draw* one more card. When a player is chosen to *draw* two cards, he must say “thanks a lot”, if not, he has to *draw* three cards.



End of round:

When a player places the last card of his *hand*, the round ends immediately after the possible effect of a *combination* is applied. The players must put back in the box a number of tokens equal to the number of cards they have in hand.

The players do the round setup again, and a new round begins.

The next round's first player is the one who won the last round.



End of game and victory:

When, at the end of a round, a player *discards* his last token, the game ends. The player who has kept the most tokens wins the game.

Variants :

“A HIDDEN ONE”: particularly with few players, the hand of cards can be visible to the other players, except one card. When a player plays his hidden card, he can turn over one of the visible cards remaining in his hand.

“SACRIFICE”: before playing his turn, and only once in a round, a player can discard one of his tokens and place under the deck a card on top of one of the discard piles. This action can't be performed by a player who has only one card in hand.

“SECOND CHANCE”: during his turn, and only once in a round, a player can discard one of his tokens to play again. The players can't use this action to get rid of their last card.

“VARIABLE LENGTH”: give a different number of tokens to the players at the beginning of the game to make it shorter (6 tokens per player).