

SET UP

- To determine who deals first, shuffle the **108 playing cards (green and blue)** and deal them one by one to each player, **face up**. The first player dealt a spade becomes the first dealer.
- The dealer shuffles the deck of **program cards (yellow)** and deals one to each player.
Note: These cards indicate the combinations of cards required to complete a program.

Attention: They are secret. Players must never reveal their programs to other players before they complete them.

- The dealer gathers up the playing cards and shuffles them once again. The dealer deals 13 cards to each player. Players must not show their cards in hand to the other players.
Note: These cards are used to complete the programs.
- The dealer places the rest of the deck of playing cards, face down, within reach of all. The dealer turns over the first card and places it beside the deck. **The deck face down is the reserve and the deck formed of cards face up is the discard deck.**
- The game is played clockwise.

PLAYING THE GAME AND A ROUND

- It is always the player to the left of the dealer who begins a round.
- **You must begin your turn by picking a playing card.** You can:
 - a) Pick the **top card from the reserve (cards face down)** without showing it to the other players.
 - b) Pick the **top card from the discard deck (cards face up)**, if you prefer.
- Analyze your cards to determine how to complete your program. You can reveal your program to the other players if you have all the cards needed in hand (refer to the "Revealing a program" section).
- **You must complete your turn by placing a card on the discard deck**, except if you finish your round by playing your last card.

REVEALING A PROGRAM

- **When it is your turn to play, if you have all the cards needed to complete your program**, show your program card to the other players.
- Then, lay out the cards that allowed you to complete your program.
Attention! Some programs have more than one instruction. Make sure that you have all the cards needed to fulfill your program's instructions before revealing your program card.
- Leave your program card face up on the table for the duration of the game. This allows the other players to see how many programs have been completed by each player.

PLAYING REMAINING CARDS

- After having revealed your completed program, and during subsequent rounds of the game, you can continue to play your remaining cards by:
 - a) Laying down groups of a minimum of 3 or more of-a-kind only.
 - b) Adding to your own combinations of cards laid out or to the combinations of other players.**Attention!** You are not allowed to form new straights of cards.
- You end your turn by placing a card on the discard deck.

END OF A ROUND

- A round ends **when you play your last card** by placing it on the discard deck or by playing it on an existing combination of cards. A round also ends **when all the players have completed their program.**

BEGINNING A NEW ROUND AND END OF THE GAME

- The dealer changes clockwise with each new round.
- The new dealer deals a new program card **only to the players who succeeded in completing their program during the last round.** Players who did not complete their program during the last round keep their program card.
- Players must return all their playing cards to the dealer who shuffles them and deals 13 new cards to each player.
- **The first player to complete 5 programs is declared the winner** (even if the player has some cards in hand after completing the 5th program).
Suggestion: If you fail to complete your program after three rounds, you can change your program card for a new one, if you wish.

SPECIAL CARDS

WILD CARDS:



The game has **12 wild cards: the JOKERS (x4) and the 2 (x8)**. These cards can replace any other regular playing card (value or suit). During a round, a wild card keeps the same value assigned to it in a combination of cards.

Note that a "2" can never be used like a regular card. It is always a wild card.

ACES:



In a straight of cards, players can assign the highest and lowest value to an ACE.

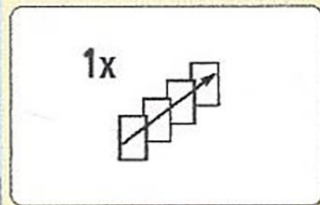
Example: A♦, 2♦, 3♦ and 4♦ or J♦, Q♦, K♦ and A♦. Once a player has assigned a value to an ACE in a series, the ACE keeps the same value until the end of the round.

PROGRAM CARDS

Program cards indicate the cards that you must obtain to complete a program.

There are two types of possible combinations: **straights** and **3 or more of-a-kind**.

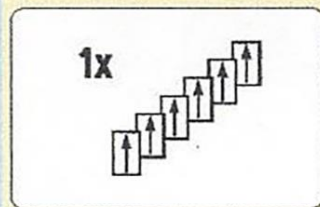
- **Straights:** indicated by an arrow crossing diagonally through the series.



- ▶ You can choose the sequence that suits you.
- ▶ You must comply with the number of cards indicated.
- ▶ All the cards must be of the same suit.

3♥ 4♥ 5♥ 6♥ or 8♠ 9♠ 2♦ J♠

- **3 or more of-a-kind:** indicated by an arrow crossing vertically through each card.

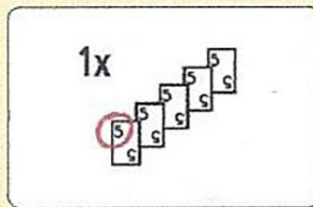
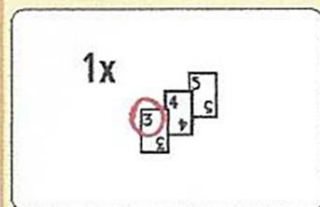


- ▶ You can choose the value of the group of cards.
- ▶ You must comply with the number of cards indicated.

7♥ 7♠ 7♦ 2♣ 7♣ JOKER

- **Restrictions:** some restrictions make combinations harder to achieve.

- ▶ **Imposed values:** indicated by a number or figure on each card

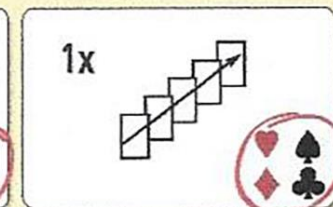
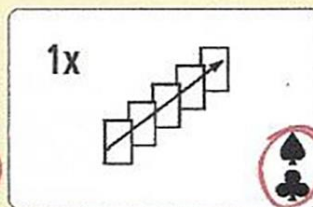
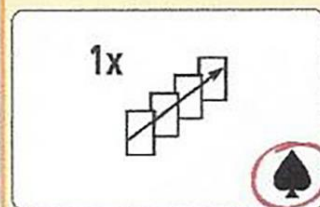


- ▶ You must follow the values indicated. Do not forget that in a straight, all cards must be of the same suit.

3♠ 4♠ 5♠

2♣ 5♥ 5♣ 5♠ 2♥

- ▶ **Suits allowed:** indicated by the suits illustrated at the bottom of the card.
- ▶ You can choose from among the suits allowed and you are not obliged to use all the suits allowed.

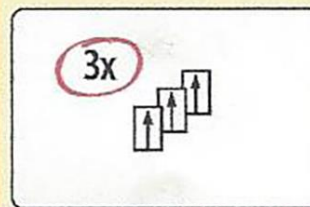


8♠ 9♠ JOKER J♠

4♣ 5♣ 6♣ 7♣ 2♥

4♥ 5♥ 6♥ 7♦ 8♠

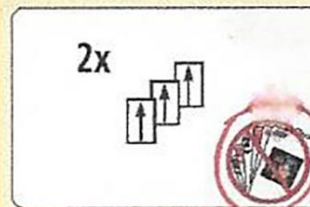
- ▶ **Multiplication factor:** indicated by a number accompanied by a multiplication (x) sign at the top of the card.



- ▶ You must reveal the number of combinations indicated (1x, 2x, 3x) to complete the program.

2♣ 3♥ 3♦ + 7♦ 7♠ 7♣
+ 9♠ 9♦ JOKER

- ▶ **Wild cards not allowed:** indicated by a not-permitted sign at the bottom of the card.



- ▶ You must complete the program without using JOKERS or "2".

A♣ A♠ A♥ + 8♥ 8♣ 8♠

- **SUN CARDS:**



The game contains two SUN cards equivalent to two free programs.

If you are dealt such a card, add it to your completed programs and ask the dealer for a new card.

If the free program completes your 5th program, you are automatically declared the winner of the game.

RESTRICTIONS

- You cannot create a combination of cards using only wild cards. Your combination must contain at least one regular card.
- Until you have completed a program, you cannot play on any other player's revealed cards.
- Although you can add to combinations of cards laid out on the table by other players, you cannot separate combinations to form new ones.
- When you have only one remaining card in hand, you must pick a card from the top of the reserve. You cannot pick the top card of the discard deck.

Enjoy the game!