

10



If played first, other player must play highest legal card (or a legal 1).

Goal: No scoring in-round. If this is the goal at the end of the Round, the majority of tricks is worth an additional point.

9



9s count as being part of every suit for all purposes. If revealed as the Trump card, there is no Trump suit.

Goal: Score for two cards where the ranks add up to 11.

8



Goal: Score for three cards which are all even in rank (but no 10s).

7



The player who wins the most 7s in Tricks gains a point at the end of the round.

Goal: No scoring in-round. If this is the goal at the end of the Round, the majority of 7s is worth an additional point.

6



Goal: Score for two cards of the same suit and consecutive ranks.

5



The player of a 5 on a Trick is treated as Trick winner for purposes of selecting a new card. If both players play 5s, the winner picks first as normal.

Goal: Score for three cards of consecutive rank.

4



Goal: Score for three cards of the same suit.

3



The player of a 3 on a Trick may exchange the Trump card with one of the Draft cards (if any exist) or the top card of the deck (if cards are left).

Goal: Score for a pair of cards of the same rank.

2



Goal: Score for three cards below a 6 in rank.

1



1s may always be played, ignoring the rules for following suits and 10s. A player who loses with a 1 leads the next trick (Draft card selection is unchanged).

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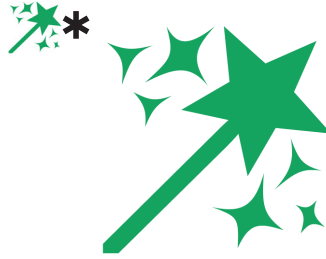
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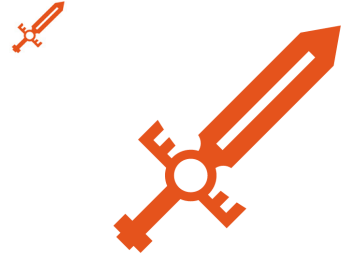
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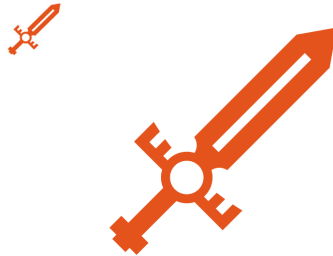
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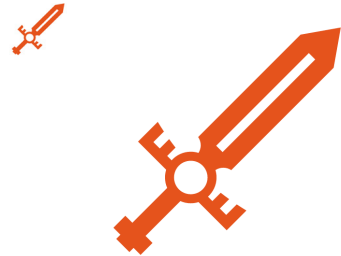
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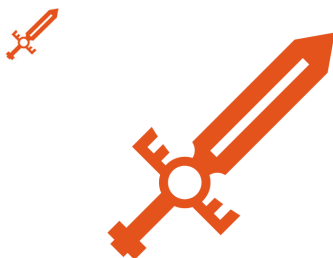
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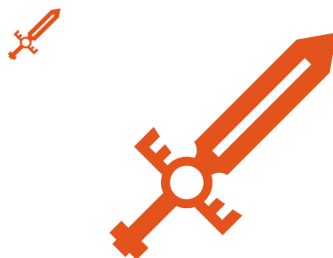
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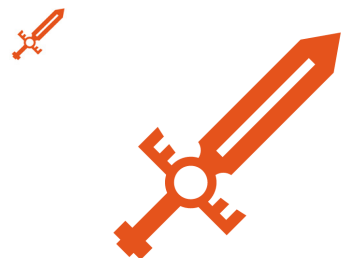
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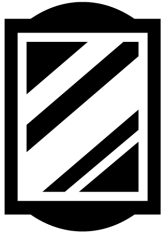
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M



The Mirror counts as the same rank and suit as the Trump card. If revealed as the Trump card, there is no Trump suit.

Goal: Score for a pair of cards cards that match the ranks of the most recently played trick.