

11



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

Goal: Score for two cards above 8 in rank.

10



Goal: Score for three cards which are all different even ranks.

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 three cards which are all different odd ranks.

8



Goal: Score for three cards of consecutive rank.

7



Each 7 taken in a Trick is worth a point to the winning player.

Goal: Score for two cards of consecutive rank that are the same suit.

6



Goal: No scoring in-round. While this is a goal, score a point for every 6 taken in a trick.

5



Look at the top two face down cards of the Forest. You may exchange one for a card in your hand. The two leftovers are set aside, face up.

Goal: Score for four cards of the same suit.

4



Goal: Score for any two pairs of cards of the same rank.

3



The player of a 3 on a Trick may exchange the Trump card with a card from their hand.

Goal: Score for three cards below a 5 in rank.

2



Goal: Score for any three cards where the rank of two cards adds up to the rank of the third.

1



Is may always be played, ignoring the rules for following suits and IIs. A player who loses with a 1 leads the next trick.

Goal: Score for any three cups.

11



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

Goal: Score for two cards above 8 in rank.

10



Goal: Score for three cards which are all different even ranks.

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 three cards which are all different odd ranks.

8



Goal: Score for three cards of consecutive rank.

7



Each 7 taken in a Trick is worth a point to the winning player.

Goal: Score for two cards of consecutive rank that are the same suit.

6



Goal: No scoring in-round. While this is a goal, score a point for every 6 taken in a trick.

5



Look at the top two face down cards of the Forest. You may exchange one for a card in your hand. The two leftovers are set aside, face up.

Goal: Score for four cards of the same suit.

4



Goal: Score for any two pairs of cards of the same rank.

3



The player of a 3 on a Trick may exchange the Trump card with a card from their hand.

Goal: Score for three cards below a 5 in rank.

2



Goal: Score for any three cards where the rank of two cards adds up to the rank of the third.

1



1s may always be played, ignoring the rules for following suits and 11s. A player who loses with a 1 leads the next trick.

Goal: Score for any three wands.

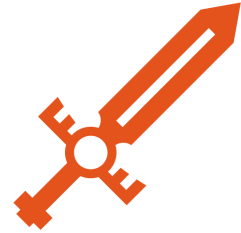
11



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

Goal: Score for two cards above 8 in rank.

10



Goal: Score for three cards which are all different even ranks.

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 three cards which are all different odd ranks.

8



Goal: Score for three cards of consecutive rank.

7



Each 7 taken in a Trick is worth a point to the winning player.

Goal: Score for two cards of consecutive rank that are the same suit.

6



Goal: No scoring in-round. While this is a goal, score a point for every 6 taken in a trick.

5



Look at the top two face down cards of the Forest. You may exchange one for a card in your hand. The two leftovers are set aside, face up.

Goal: Score for four cards of the same suit.

4



Goal: Score for any two pairs of cards of the same rank.

3



The player of a 3 on a Trick may exchange the Trump card with a card from their hand.

Goal: Score for three cards below a 5 in rank.

2



Goal: Score for any three cards where the rank of two cards adds up to the rank of the third.

1



Is may always be played, ignoring the rules for following suits and IIs. A player who loses with a 1 leads the next trick.

Goal: Score for any three swords.

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 using the goal of the card the starting player played on the previous Trick.

Reference

- 1) Deal Phase: deal 13 to each player, turn top card for trump. Set aside other 7 cards as Forest.
- 2) Play Phase: 13 tricks. Winner of trick may score the Goal for one point, once. All special abilities of cards take effect right away when played.
- 3) Points are then scored: 2 for the majority of tricks, 1 for the last trick, each taken 7 is one point. Play until someone gets to 15 points, then high score wins.

Reference - Re-deal used!

- 1) Deal Phase: deal 13 to each player, turn top card for trump. Set aside other 7 cards as Forest.
- 2) Play Phase: 13 tricks. Winner of trick may score the Goal for one point, once. All special abilities of cards take effect right away when played.
- 3) Points are then scored: 2 for the majority of tricks, 1 for the last trick, each taken 7 is one point. Play until someone gets to 15 points, then high score wins.