

## /// SETUP

- Deal cards to each player according to the player count.
    - » **2-4 players: use only cards without 5th player icon (52 cards).** Shuffle all the cards face down. Evenly deal 4 decks. Each deck should consist of 13 cards. Each player takes **one deck** as their hand and takes **1 PASS token**.
- In a 2-3 player game, please make sure that some player has the "START 2" card. If not, in a 2 player game, both players exchange their hand with one of the unchosen deck; in a 3 player game, randomly choose a player to exchange their hand with the unchosen deck. Then, remove all the unused cards from the game face down. These cards won't be used in the game.*
- » **5 players: use all the cards (65 cards).** Shuffle all the cards face down. Evenly deal 5 decks. Each deck should consist of 13 cards. Each player takes **one deck** as their hand and takes **1 PASS token**.
- Put the rest **PASS tokens** and **scoring tokens** within easily reach to all players as supplies.

## /// GAME PLAY

A game will comprise of multiple rounds until one player played all its hand. Each round, the first player will play a set of card(s) first. Then, each player takes turn to do one the following action in clockwise order:

- » **Play a higher set with the same type, OR**
- » **Declare "PASS"** to skip the rest of the round and **take a PASS token** from the supply.

*Player who declared "PASS" will not play any more cards nor obtain any further PASS token before the current round ends.*

When all but one player declared "PASS", the current round ends. If all player's hand have not been exhausted when that happened, remove all played cards from the game and start a new round with the first player being whoever played the last set in the previous round.

## /// TYPES OF SETS



**TRUMP**  
CAN BEAT ALL TYPES BELOW <sup>1</sup>

Cards with five identical value.  
Gain one PASS token when played.



**FOUR OF A KIND**  
CAN BEAT ALL TYPES BELOW <sup>2</sup>

Cards with four identical value.



**FULL HOUSE**

Three of a kind and a pair.



**STRAIGHT<sup>3</sup>**

5 Cards with consecutive values.



**THREE OF A KIND**

Cards with three identical value.



**PAIR**

One or two card(s) with two identical value.



**PLAIN CARD**

A single card with one value.

<sup>1</sup> A TRUMP set can beat any other types of sets. A TRUMP set can only be beaten by a TRUMP set with higher values.

<sup>2</sup> A FOUR OF A KIND set can beat any other types of sets except for a TRUMP set. A FOUR OF A KIND set can only be beaten by a TRUMP set or a FOUR OF A KIND set with higher values.

<sup>3</sup> "A, 2, 3, 4, 5" is the lowest STRAIGHT set, whereas "10, J, Q, K, A" is the highest. "A" could only be the first or last value in a set. Any set against this rule is not a legal set. Ex: "J, Q, K, A, 2" is not a legal set.

## /// WINNING

When a player **played all their hand**, the game **ends immediately**. That player wins that game and takes **1 scoring token**. Keep the crown side up to track the number of wins. The play will continue with multiple games and whoever **takes 3 wins first** will be the final victor.

## /// ADVANCED WINNING CONDITION

When a player **played all their hand**, the game **ends immediately**. That player wins that game and takes a **4-point scoring token**, keeping its point-side up. Then the player who has the least amount of cards in their hand among the rest takes a **2-point scoring token** and the player with the second least takes a **1-point scoring token**, keeping the point-sides up. If there is a tie, the player closest to the winning player clockwise takes the 2-point scoring token. And the other tie player takes the 1-point scoring token.

The play will continue with multiple games and whoever have 10 points in total first will be the final victor.

## /// USING PASS TOKEN

When playing cards, a player can spend any amount of PASS tokens to **"UPGRADE CARD"** and / or **"AUGMENT SET"**. When spending tokens, each token can be used in either way with the applied side face up.

### 1. UPGRADE CARD

Spend 1 PASS token to turn any amount of cards in the set to their upgrade sides. Then put the used token in the supply.

### 2. AUGMENT SET

Player can play a set **having the same type and value** with the previous set and still beat it by spending PASS token(s). In this case, keep the token(s) spent beside the played set for reference.

If the previous set was not augmented, 1 and only 1 PASS token can be spent to beat the previous set; if the previous set was **already augmented, 1 more than the number of PASS token(s) used for augmentation in the previous set** can be spent to beat the previous set.

### UPGRADE SIDES

Use the value in the yellow side as the upgraded value



### BASIC SIDE

Use the value in the white side as the basic value

**1** Cards' played value, in ascending order:  
**2 < 3 < 4 < 5 < 6 < 7 < 8 < 9 < 10 < J < Q < K < A.**

Repeated value such as "22" in the previous example will be treated as two "2".

**2** The arrow pointed value is the card's upgraded value.

**3** 5th player icon, indicating cards only used in a 5-player game.

**2** **Start 2:** only has a basic side with "START" on it. In each game, the player that has this card is **the player who plays the very first set of card(s)** in that game. The said first set does not have to include this card.

**AA** **A** **AA:** this card can only be played **singlely** if **upgraded** and cannot be combined with card(s).

### /// PASS TOKEN USE CASE



Peter started a round with a PAIR of As.

It is **Yu-cin's** turn next, she declared **PASS** and took a **PASS** token.



Then **Wang** played a plain A card and spent 2 PASS tokens to upgrade the plain A card into a PAIR of As and to augment the PAIR of As, respectively.

Followed by **AG** also playing a PAIR of As by spending a PASS token to upgrade the 2 card into an A card, he then spent 2 more PASS tokens to further augment his PAIR of As.

**Peter** and **Wang** in turn declared **PASS** and took a **PASS** token.

Since **AG** was the only player who had not yet declared **PASS**,

the round ends. **AG** will start a new round by playing a new set of card(s).