

THE PACK

Two standard 52 card decks plus their Jokers - 108 cards

THE DEAL

Each player is dealt 6 cards face down from the deck. The remainder of the cards are placed face down, and the top card is turned up to start the discard pile beside it. Players arrange their 6 cards in 2 rows of 3 in front of them and turn 1 column of cards face up. The remaining cards stay face down and cannot be looked at.

THE GOAL

A game is nine "holes" (deals), and the player with the lowest total score is the winner.

THE PLAY

The object is for players to have the lowest value of the cards in front of them by either swapping them for lesser value cards or by pairing them up with cards of equal rank.

Beginning with the player to the dealer's left, players take turns drawing single cards from either the stock or discard piles. The drawn card may either be swapped for one of that player's 6 cards, or discarded. Even if the card is swapped for one of the face down cards, the card swapped in remains face up. When one player reveals all 6 face up cards, the final play begins.

FINAL PLAY EACH HOLE

All the remaining players then turn face up any cards that are still face down. they may draw one more card from the deck (But not the discard) and see if they can make a better hand with that card. They do not have

to use it unless it will help their score. Each player's score is recorded, and then the deal passes to the left, until 9 holes have been played.

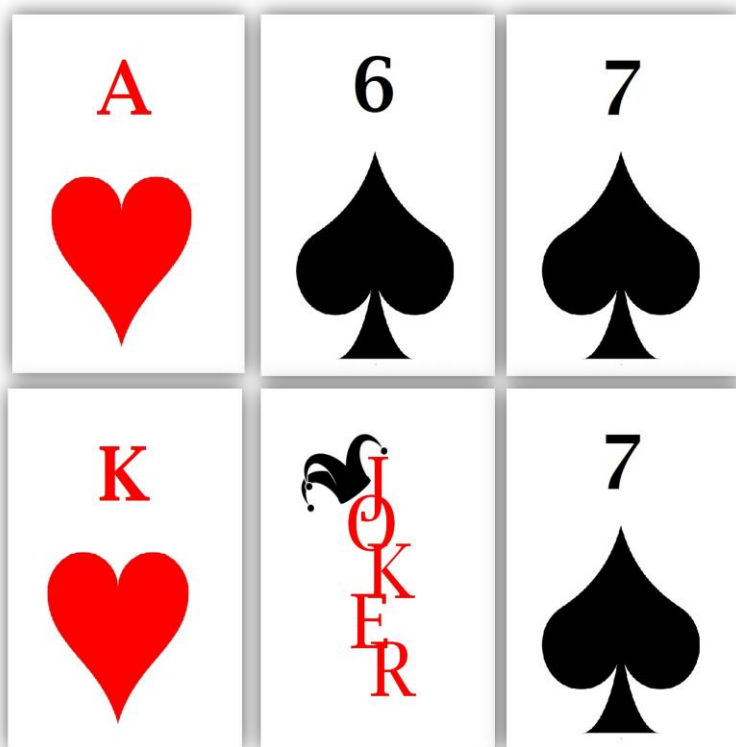
SCORING

Cards are scored at face value, from 1 point for Aces to 12 points for Queens

Each king scores zero points.

Jokers score -2 points. (paired Jokers is -4)

A pair of equal cards in the same column scores zero points for the column, except paired Jokers, or if the pair of cards is the same suit then it scores -1 for the column. An example:



Ace(1) plus King(0) = 1 6 plus Joker(-2) = 4 Matched pair = -1

Player's total for this hole = 4