



2018



mike sette

SCORE CARD

	ADVANCED GAME	
MONEY CARD TOTAL	MULTIPLIER	SUB TOTAL
	X	
	X	
	X	
	X	
BASE GAME = TOTAL	ADVANCED GAME = TOTAL	



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	X	
	X	
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BASE GAME = TOTAL	ADVANCED GAME = TOTAL	



Setup:

Deal 10 cards of the same suite to each player, numbered 1-10. Players separate their cards into 2 piles:

Cards numbered 1 -5: Money Cards

Cards numbered 6-10: Betting cards

Players draw the betting cards into their hand.

Overview:

Players compete to earn the most points by bidding on Lots made up of Money Cards. Each round, players will ante one of their Money Cards and bet with one of their Betting Cards. The player with the highest Betting Card claims a Lot of their choice, followed by the next highest, and so on. However if a player's Betting Card ties another player's, neither player will get a Lot.

Ante:

The player that won the previous round begins the Ante Phase. (In the first round, choose randomly.)

Each player in clockwise order chooses one Money Card from their hand to place in the center of the table. They may either add this card to an existing Lot or start a new Lot. After every player has anted, there must always be as many Lots as there are players.

- If there are as many Lots as there are players, no new Lots may be started.

- If on a player's turn, adding to a lot would cause there to be fewer lots than players **after** all players have anted, that player (and all following players) must start a new lot.

In this way, during the first round all players must start new Lots.

Bet:

After each player has placed 1 Money Card, all players simultaneously choose and reveal a Betting Card from their hand.

Resolution:

The player with the highest Betting Card chooses a Lot and adds it to their Winnings. Then, the player with the next highest Betting Card does the same, and so on, until all players have claimed a Lot. However, anytime there is a tie, neither tied player will take a Lot for that round. Unclaimed Lots remain on the table (and may be added to) until they are claimed.

IMPORTANT: Betting Cards are only spent if they are used to successfully claim a Lot.

Any Player who claims a Lot discards the Betting Card they played that round.

Players who tied (and thus who did not claim a Lot this round) take their Betting Cards back into their hands.

After each player has claimed a Lot or tied, and Betting Cards are discarded or taken back into players' hands, the next round begins with the Ante.

After 5 rounds of play, the player whose Winnings have the highest total value wins!

Advanced Rules (AKA the real game):

At the start of the game each player secretly assigns a Multiplier of 0, 1, 2, or 3 to each suite. (0, 1 or 2 in a three player game). Money Cards claimed by each player are worth their face value multiplied by the Multiplier (surprise!) that that player assigned to the cards' suit. Since each player may assign a different Multiplier to each suit, Money Cards of a given suite will be worth different amounts to different players.

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