

SETUP

- 9 cards to each player (*variant: 10*).
- Shuffle and place Score cards into a facedown pile.

GAMEPLAY

- Dealer turns over the top Score card.
- Dealer plays card faceup.
- Others players play a card in clockwise order.
 - **Highest** card: Receives **black** matches equal to the number on the Score card.
 - **Lowest** card: Receives **white** matches equal to the number on the Score card.
- Players discard pairs of white and black matches.
- Player to the left starts the next trick.

END OF ROUND

- Round ends after 9 tricks.
- Players receive points equal to how many matches they have. Discard after scoring.
- If a player scores 0 points in a round, they cancel out one of their earlier scores.
- *Variant: If a player scores 0 points in a round, all other players who didn't score 0 points receive a penalty of 2 additional points.*

NEW ROUND

- Discard and shuffle all cards and deal out cards to the players.
- Dealer passes clockwise.

END OF GAME

- Play # of rounds equal to # of players.
- Add up all the scores from each round. The player with the **lowest** score wins. Ties are possible.



Ex.: 3 black matches to highest and 6 white matches to lowest.