

Scout

Deck

45 cards, ranked 1-10. Every card has a different number on the bottom and may be used in either position.

For 3 players take out all the 10s; for 4 take out the single 9/10 card; for 5 use all the cards.

Hand

Each hand cards are shuffled and distributed evenly. For duration of hand, You can't rearrange card order in your hand. But you may flip hand upside down if you choose.

Each player gets 1 "Scout & Play" token to be used one in each round.

Rounds

Play one round per player, rotating. The player with the 1/2 card in hand starts the first round.

Card play

At your turn either play a combo or a scout action.

1) Play combo. Play a run or set combo higher than the last (see chart at end). Gather the cards of the previous combo you've beaten and place them face down into your scoring pile.

2a) Scout: take one of the cards on the ends of the combo on the table and put anywhere into your hand. (You may flip it.)

A Scout token (victory point) is given to the player whose card you took.

2b) Use your Scout & Play token

Once per round you can use your *Scout & Play* to play a combo right after scouting.

Score

A hand ends either when,

(a) a player plays all their cards in hand, or

(b) a player plays a high combo so that everyone else scouts and it gets back to them.

A player's score is the number of cards you've taken + scout tokens, minus one for each card left in hand.

The Player who played the last combo (i.e. it went round back to them with others scouting) does not have to discount their cards in hand from their score.

The game ends after as many rounds as there are players.

