

ONZE

Object of the game = Get rid of all cards, and score low or no points.



Set = Minimum of three of a kind.
(For example, 3 kings or 3 sevens)



Run = Minimum of four consecutive cards in a suit. Ace can be high or low.

You can lay your cards down on your turn when you have the following (only! no more sets or runs, and no less). Then you play cards on each other's sets and runs.

- Hand 1: 2 sets
- Hand 2: 1 set and 1 run s
- Hand 3: 2 runs
- Hand 4: 3 sets
- Hand 5: 2 sets and 1 run
- Hand 6: 2 runs and 1 set
- Hand 7: 3 runs (deal 13 cards)

Red aces are wild. You can **replace the red ace** after you are down, in a run but not in a set.
(For instance: If the following run of heart is on the table: 6, 7, red ace, 9 -- You can take the red ace by replacing it with an 8 of hearts.)

Player's turn:

Draw one card from the draw pile or the discard pile.

Off turn:

During other players' turns, you can take from the discard pile. But for any card you want, you must take all of the cards above it too.

Scoring:

The first person to get rid of all their cards wins the hand and gets -25 points.

Others count up their score. Point values:

- red aces = 30 points
- black aces = 20 points
- 10 to king = 10 points
- 2 to 9 = 5 points

Winning the game: The lowest scoring player wins the game at the end of seven hands.