



How to Play

Each player needs a scorecard. The youngest player goes first. He/she draws six cards. They'll determine which among the hands listed on the scorecard will give them the most points. The player can do one of two actions—score the hand drawn or discard to the bottom of the pile and redraw 1-6 cards. If the player redraws they do not have to score that hand on that round, but that can if they choose. For example:

first quarter (3), first quarter (3), first quarter (3),
last quarter (7), new moon (1), last quarter (7)

They can use the hand as their three of a kind, first quarter (add all the threes), or last quarter (add the two sevens), or discard new moon (1), and redraw 1 card to increase chances of a higher scoring combo. It's up to them to determine where they write the score.

Play alternates between players. The game ends when a player scores in all the types of hands. If a player has yet to get a hand at the end, they can mark this hand as zero. When the game #1 column is filled with numbers, players will add the total and determine who wins - the player with the highest score.