Verslun

INSTRUCTIONS

Proper Nouns

- **Deck** - A shuffled standard 52 card deck of playing cards. When drawing take cards from the top.
- **Hand** - A grouping of five cards usually held in the hand.
- **Column** - A grouping of four face up cards laid out in a column. Vertical order is important for these.
- **Claimed Column** - A grouping of cards created by matching cards from your hand to cards of the same suit in a column. Used to determine your final score or discarded to generate a new **Column** and **Hand**.
- **Discard Pile** - A pile of cards that are no longer in play. All discarded cards go here.

Setup

Take a standard deck of playing cards and shuffle it.
Choose an area to act as the **Discard Pile**.
Lay out four **Columns** of four cards each.
Start your first *Turn*.

Turn

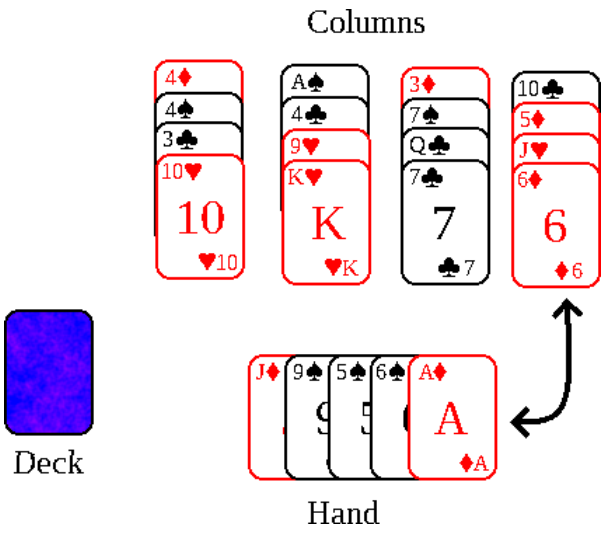
1. If the **Deck** is empty the game is over and you proceed to *Scoring*. Otherwise draw until there are up to five cards in your **Hand**.
2. Decided if you want to discard a **Claimed Column** and your **Hand**. If you do put your **Hand** and the **Claimed Column** into the **Discard Pile**. Draw cards to create a new **Column** of four cards in place of the discarded one and draw up to five cards for your **Hand**. If the **Deck** runs out while doing this the game is over, proceed to *Scoring*.
3. Attempt to to create a **Claimed Column**. To do so you have to create one or more pairs of cards. A pair is made with one card from your **Hand** and one card from the **Column** with the same suit. Each card can only be in one pair. You can create multiple pairs at the same time. Pairs have to be made from the bottom of the **Column** up to the top. All cards in the **Column** that aren't part of a pair are put in the **Discard Pile**. The pairs are then set where the column would be. This is a **Claimed Column**.
4. If you have created no **Claimed Columns** this turn the game is over. Proceed to *Scoring*.
5. Decide if you want to end the game. If so proceed to *Scoring*.
6. Go back to step 1.

Scoring

Take the cards in all **Claimed Columns** and total up their values. Face cards count as 10 points and aces count as 1.

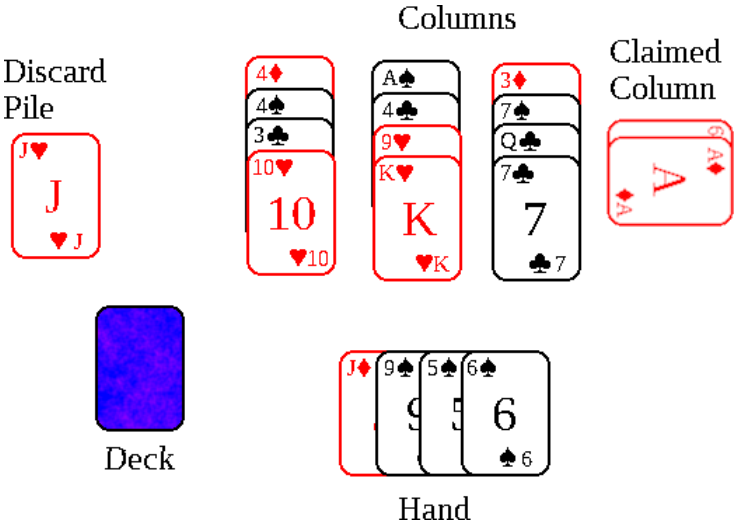
Example Of Play

The player follows the setup, shuffling the deck, creating the columns, and drawing their initial hand. Resulting a board layout like this:

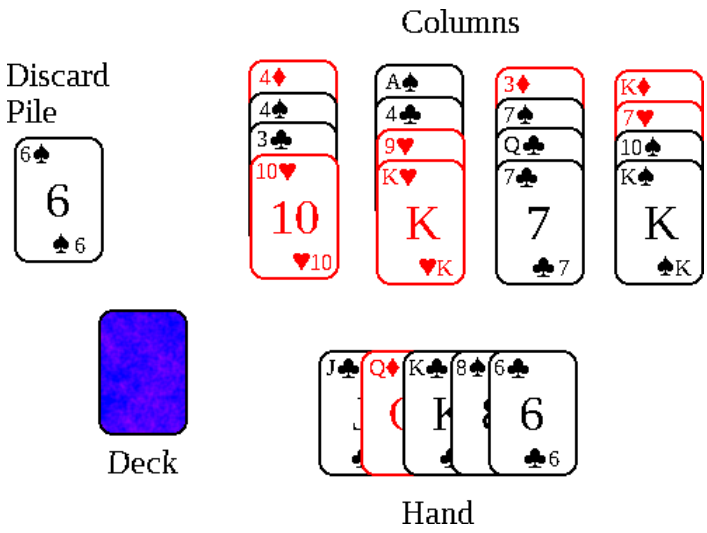


Next the player has to form a **Claimed Column**. Since pairs built on a **Column** need to be built from the bottom up the player first has to create a pair with either the ten of hearts, king of hearts, seven of clubs, or six of diamonds. Of those the player only has cards that could form a pair with the six of diamonds. So they have to try to claim that **Column**. The next card up that **Column** is a jack of hearts. Since the player has no heart cards they can't make a pair with it and has to stop at the six.

The result looks like this:



The player the decides the seven points from the **Claimed Column** isn't enough points and that there is a very slim chance of them drawing what they need. They decide not to draw during step 1. Then using the option in step 2 they discard their **Hand** and the **Claimed Column**. They then build the new **Column** and draw five cards to fill their **Hand**. Which ends up looking like this:



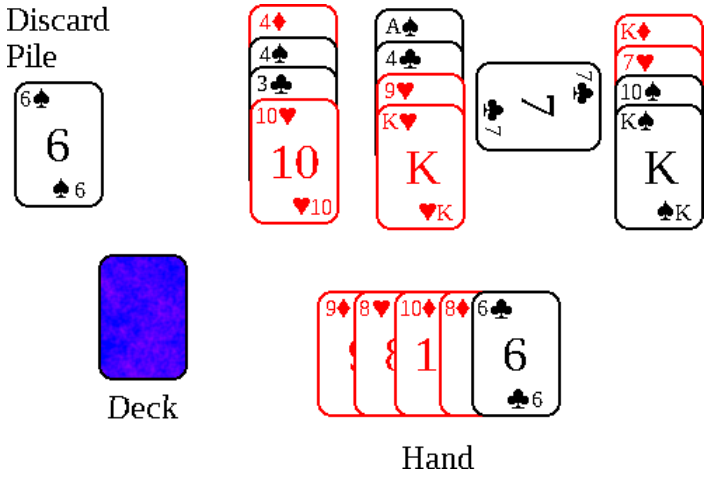
Looking at the board the player still has no hearts in their hand, so the two left **Columns** are locked to them.

The right most one has a king of spades at the bottom which they could match with the eight of spades in their **Hand**, but the next card in the **Column** is another spade. The player doesn't have another spade, the only one they have being used to make a pair with the bottom card. So they'd only be able to create a **Claimed Column** with the single pair.

The other **Column** has the seven of clubs. The player has two cards which could pair with that. The next is the queen of clubs. After creating a pair with the seven the player should still have two more club cards so they can create a pair there. Going up they're also able to create a pair with the seven of spades and the three of diamonds. Creating four pairs if they choose to claim that **Column**.

They do, using the king of clubs, jack of clubs, eight of spades, and queen of diamonds from their hand. In this case it doesn't matter which clubs card the king and jack match with since all the cards end up in the same **Claimed Column**, just that there were two clubs in the column they wanted to use and two clubs in their hand.

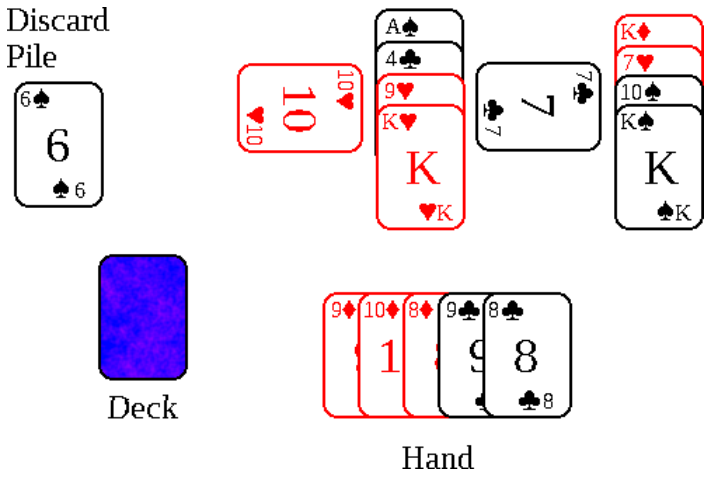
This creates a **Claimed Column** worth an impressive 65 points. The player continues onto step 1 and draws four cards to fill out their **Hand** to five cards. The board ends up looking like this:



The right most **Column** still has the king of spades at the bottom and the player has no spades in their **Hand** so they will be unable to claim that one.

The left most column is the most promising one with the heart and club cards at the bottom. The four of spades blocks the player from claiming the rest of the column. The player uses the eight of hearts and the six of clubs, creating a **Claimed Column** worth 27 points.

The next turn begins and the player draws two cards to fill out their **Hand**:



The player has no heart or spade cards they can use to make a **Claimed Column** so the game is over. They get the points from the two they were able to create for a total of 92 points.

Variant Rules

- When creating pairs of matching suits you can treat the ace cards as wild cards. They can match any suit.
- When creating pairs of cards not only suits can be used, but the value of the cards as well. For example the two of clubs can create a pair with any other club and any other two.
- The maximum size of the **Hand** can be changed. Increasing the number of cards making it easier to make pairs, while decreasing makes it more difficult. It should not be decreased below the number of cards in a **Column**.
- Changing the number of **Columns** on the board can also be used to adjust the difficulty. The more of them there are the more possible matches can be found, and scores will also be higher. The inverse happens with decreasing the number of **Columns**.