

new card) or Stay (leave the round and bank their points).

If a player has two of the same number card, they have busted, and leave the round scoring nothing.

If a player has seven distinct number cards, the round ends for everyone and they score 15 bonus points.

Continue until no players remain in the round. Score up and discard all cards.

If a player has the highest score and ≥ 200 points, they win.

Play the next round with the remaining deck, shuffling discards only when needed.

Action cards

When you receive an action card, you may play it on yourself or on another player.

- **Freeze** bank your collected points and leave the round.

- **Flip Three** you must take three more cards, stopping early only if you bust or make a seven-card set. If you get a Freeze or

another Flip Three, resolve it after you finish drawing cards.

- **Second Chance** retain the card; if you get a card that matches a number you have, you may discard both it and the Second Chance. You may only hold one Second Chance at a time.

Scoring

Add the face values of all Number cards.

If you have a $\times 2$ multiplier, double this value.

Add any $+N$ bonus cards.
If you have 7 distinct number cards, add 15 points