

## OBJECT

**Form sets** (3+ cards, same rank) and try to grow one into a **Cesta** (6+ cards of the same rank). Going out — playing every card in your hand — while holding at least one Cesta ends the round. Highest score wins.

## SETUP

Highest card dealt decides first dealer; deal then rotates clockwise each round. Player clockwise of dealer starts round. Deal **10 cards** to each player, one at a time, clockwise. Remaining cards form the stock; flip the top card of stock to start the discard pile. No jokers used.

| Players | Decks | Players | Decks |
|---------|-------|---------|-------|
| 2 – 4   | 2     | 9 - 10  | 5     |
| 5 – 6   | 3     | 11 - 12 | 6     |
| 7 – 8   | 4     |         |       |

## TURN STRUCTURE

- **Draw** — First draw 2 cards from the stock, OR the top discard, OR the whole discard pile (see Special Rules for exceptions).
- **Laying Down** (optional) — Lay down new sets/Cestas or add to ones on the table. Your **first** lay-down of the round must be one set of 4+ cards or two sets of 3+ cards.
- **Discard** — One card, mandatory (optional only if going out). Discard ends your turn.

## GOING OUT & SCORING

- Requires at least one Cesta. First to go out scores a **+20** bonus.
- Every **other** player then passes their remaining hand to the player on their left, combines it with their own remaining cards, and may form more sets/Cestas for scoring.
- **Cesta** = 10 pts · **Set** = 5 pts · Loose cards = 0 pts
- Penalties: took discard pile w/o using top card = **-20**; caught browsing the discard pile = **-5**; changed mind mid-draw = **-5**.
- If the stock runs out before anyone goes out: play continues until no moves remain, then score as usual — **no** going-out bonus, **no** passing the hands.

## SPECIAL RULES

### A — Taking a Set

- Forming your **2nd (or later) Cesta** lets you immediately take one laid-down, ordinary set from any opponent. It becomes a Forgotten Set — stacked under your Cesta, gone for good (Cestas themselves can never be taken).

### B — Threes

- Discarding a Three card forces the next player to draw **3** instead of 2.
- That player may escalate by discarding a Three card of their own, forcing the **next** player to draw **6** (the ceiling — no one can be hit with 6 twice in a round). Since discarding ends your turn, no laying down cards is allowed.
- Threes may only be laid down as part of a set/Cesta when going out.
- If a Three card is first of Discard pile, player must draw **3**.

### C — Forced Match Draw

- Discard a card matching a set/Cesta already laid down by the next player, and that player must draw from the discard pile (top card or whole pile, their choice) and immediately add the top card to their matching set.

## TERMINOLOGY

- **Set** — 3+ cards, same rank, laid face-up in a vertical cascade.
- **Cesta** — A set grown to 6+ cards; stacked neatly once confirmed.
- **Drawing** — From stock (normally 2), or discard pile (top card or entire pile); once chosen, decision is final.
- **Laying Down** — Placing a set face-up so all cards are visible.
- **Discarding** — Ending your turn with one face-up card on the discard pile; mandatory unless going out.