

MEZZA

- RULES OF THE GAME -

PURPOSE OF THE GAME:

Get rid of your cards as soon as possible. Balance between speed and strategy. If you succeed to start playing your *face up cards* you are well on track, but other players can now easily obstruct you. Beware that you do not have to pick up the pile. Think ahead and try to remember some picked up cards of your opponents. You can take advantage of that.

START OF THE GAME:

All cards are shuffled thoroughly. Each player is dealt three cards face down in front of them. (The face down cards must remain unseen.) On top of them they are dealt three face up cards. Another three cards are dealt to each player to become the player's hand.



setup of a player's cards at the start

All remaining cards are placed face down to form the stock pile.

Exchange. Before the game begins each player may exchange any number of cards from his hand with his face up cards on the table. A strong set of face up cards gives the player better opportunities later in the game.

The player with the lowest card in his hand may start the game by playing this card (the beginning of the discard pile). If multiple players have the same lowest card, the first player to play his card starts. *Note: the lowest card is 1/2.*

PLAYING THE GAME:

Players take turns clockwise.

- Each player in his turn must play a card *equal to or higher than* the last card on the discard pile.
- Multiple cards of the same rank may be played *together*.

The cards are placed on one discard pile next to the stock pile.

Playing one card is always enough. *For example, a player may decide to play one 9 and keep his other 9. Even if there is a set of two or three cards on the discard pile, playing a single card is enough.*

It is not necessary to follow the order of the cards. *For example, on top of a 5 you may play an 8 immediately.*

Replenish. After playing one or more cards each player must always *replenish his hand to three* immediately, with

cards from the stock pile. If a player already has three or more cards in his hand, he is not allowed to draw any new cards.

Pick up. If a player cannot play a card, he must pick up the whole discard pile and add it to his hand. His turn is over. The next player may play any new card as the beginning of a new discard pile.

You must play if you can. If a player has a card he can play, he *must* play that card. The player cannot choose to pick up the discard pile.

Note: Playing a 1/2 to snatch an opponent's turn is not required [see 1/2].

COURSE OF THE GAME:

In the first stage of the game players only play with the cards in their hand and replenish their hand with cards from the stock pile. Once the stock pile is empty *and* a player has played all the cards in his hand, he may begin playing his three face up cards on the table.

Face up cards. Playing the three face up cards is similar to playing the cards in hand. The face up cards should never be added to the hand. The cards also remain on the table when the player cannot play a card and must pick up the discard pile. In that case the player must first play the cards in his hand before he can continue playing the face up cards.

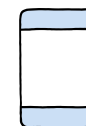
Face down cards. The face down cards may be played after a player has finished playing his face up cards *and* has no cards left in his hand. When it is the player's turn, he chooses at random one of the face down cards and plays it immediately on the discard pile (without having a look at it himself first). If the card fits, the game continues. If it does not fit the player must pick up the discard pile (including the just flipped card) and take it in his hand. The player then must get rid of the cards in his hand first, before he may play an other face down card.

END OF THE GAME:

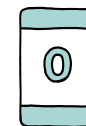
The player who gets rid of his cards on the table *and* in his hand first, wins. The game continues until just one player is left.

THE CARDS:

The game contains 15 different cards, four of each. Except for the 1/2, of this card there are twelve.



This 'wildcard' without a rank may be played on every card. The rank of the card underneath remains in force.



This 'wildcard' may be played on every card. The rank of the card is 0. All cards fit on 0.



may be played on every card. The rank of the card underneath remains in force



may be played on every card. The rank of the card is 0. All cards fit on 0



may also be played on:



+



or



next card must be equal to or **lower** than 4



+



or



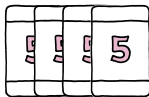
next player must skip a turn



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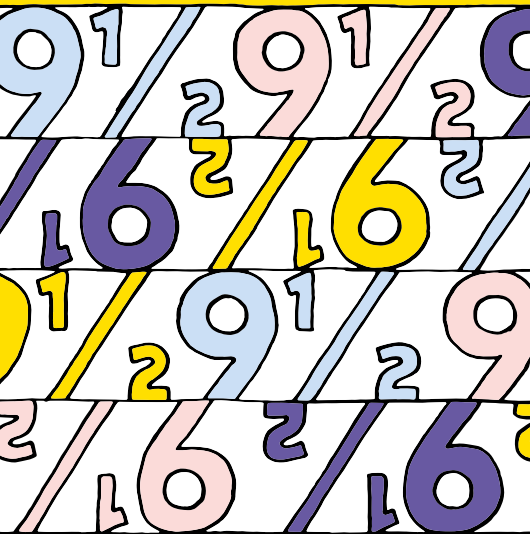


10: discard pile is removed from play. The player starts a new pile



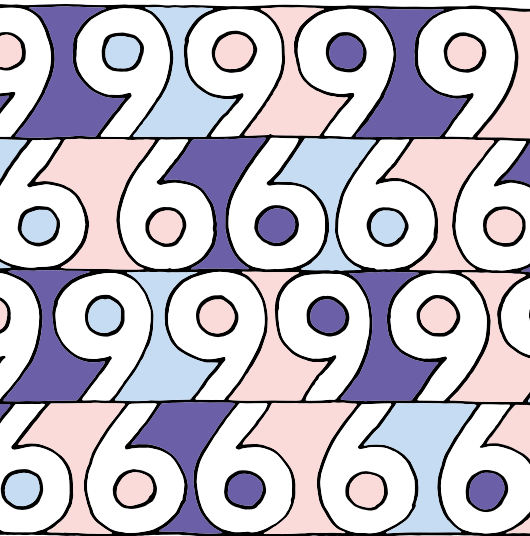
four of a kind: the discard pile is removed from play. The player starts a new pile

9¹/₂



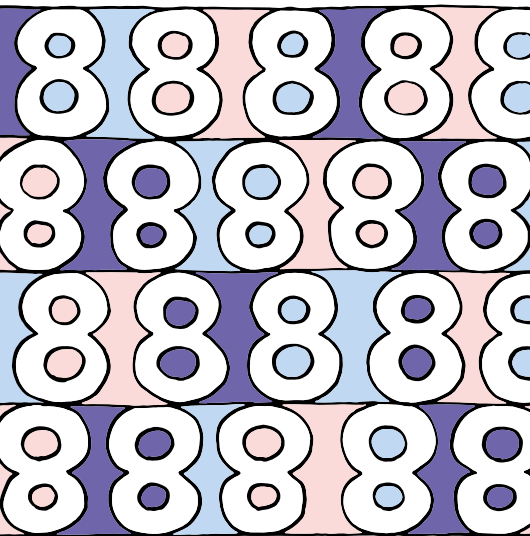
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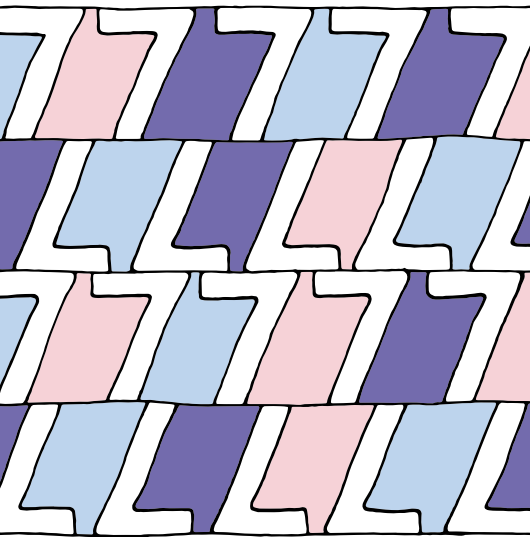
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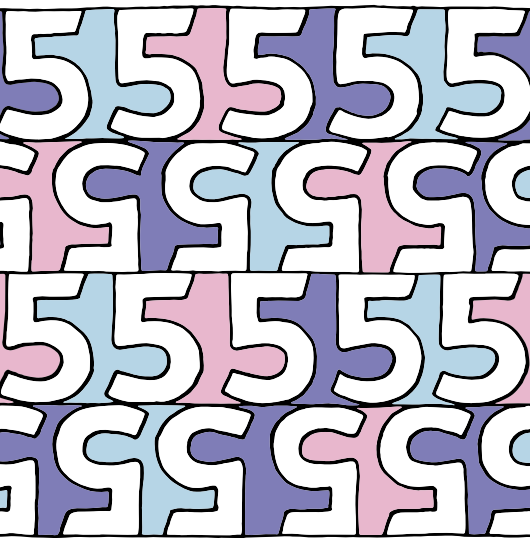
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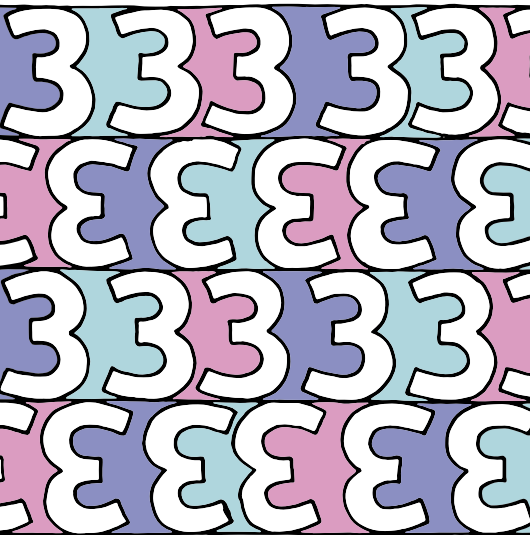
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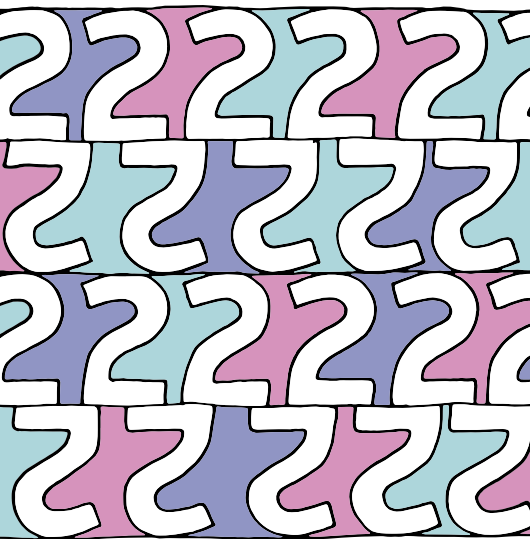
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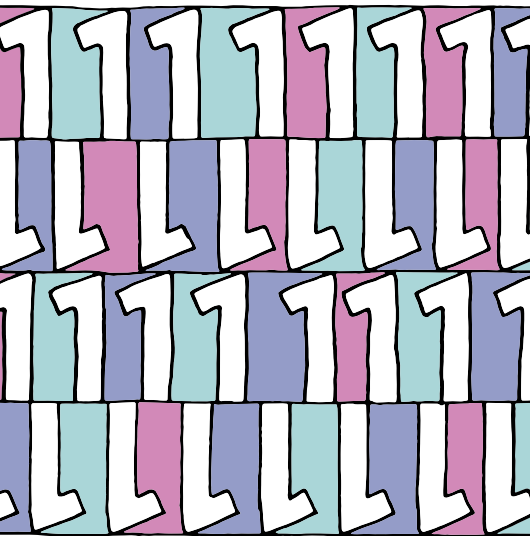
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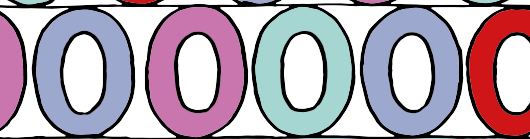
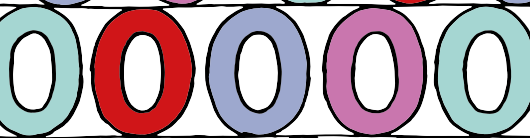
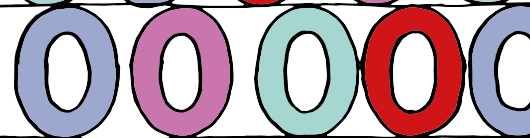
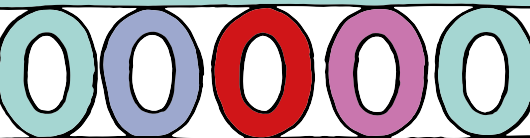
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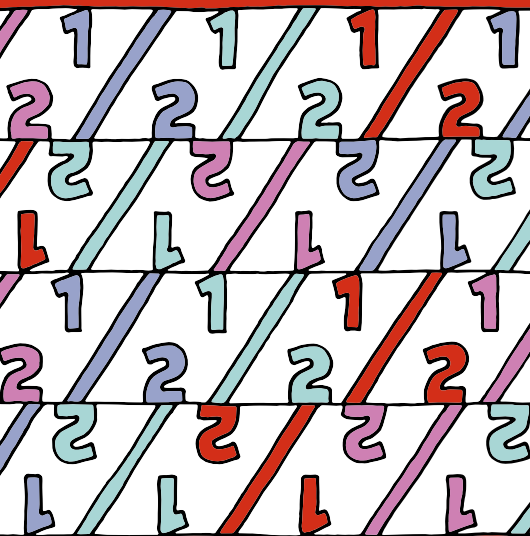
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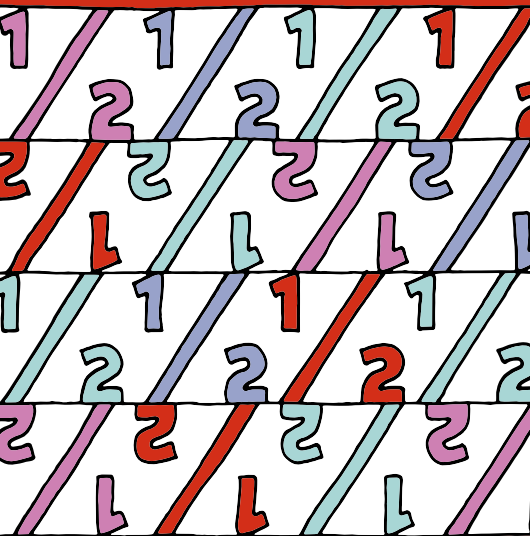
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