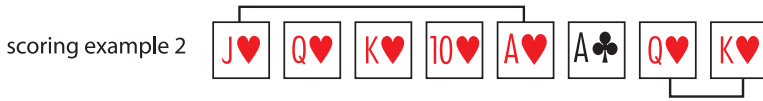
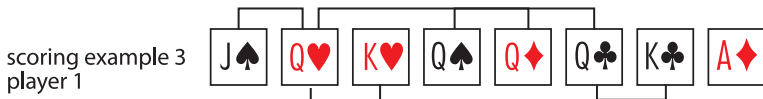


Notice, in scoring example 2, the small (sm on Score Guide) run in Hearts above. The King and the Queen within the leftmost five dice cannot be used to form a double marriage in Hearts with the other King and Queen of Hearts. The initial scoring is shown in scorekeeping example 2. Note that the points have not yet been added to the subtotal column. If other players got a medium run in Hearts and a double marriage in Hearts, the above points would be lost. If someone else scored a small run in Hearts and another player had a marriage in Hearts, all three players would keep their points. If another player had a medium run in Hearts, they would take away the points from the small run in Hearts.



Round	Subtotal
2	650-SM + 35-MH + (0) =

In the third set of examples, Player 1 had a 4Q, (1 queen of each suit). Player 2 had a 5Q (one Queen of each suit, plus another Queen of one of the four suits). The second player takes away points from the first.



Round	Subtotal
3	50-P + <del>60-4Q</del> + 70 = 120 MH & MC



Round	Subtotal
3	60-5Q + 70 = 180 MH & MD

### Takeaway Points

Takeaway points can occur in any regular or playoff round. There are several 'takeaway' point possibilities. Whenever there are ties, those players get to keep their regular point amounts. Whenever someone scores a double marriage or a double Pinzique, they take away the points of a single marriage or single Pinzique. However, a double marriage does not take away a single Pinzique. Nor does a double Pinzique take away a single marriage. When "takeaway points" occur, the player taking away points from another player(s) does not add the taken away points to their score sheet. The points are simply removed.

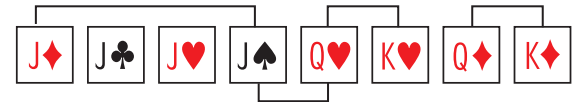
If a player accumulates one of each suit of any set and an opponent accumulates the same plus one more, the original player forfeits those points. A third player who accumulates yet another of the same set (ex: Jacks) will then knock points off the preceding two players. The rule applies to all scoring types including runs. For runs, larger beats smaller as defined on the Score Guide and additional cards in suit win by rank. Although a player can "take away" points from an opponents score for a given score set by having additional cards in that set, the dominant player does not acquire additional points unless that player reaches the next scoring category on the "player points score guide". A player with 5 Queens will forfeit to a player with 6 Queens, but that player will not get additional points until they reach the 8 Queen scoring category on the Score Guide.

Takeaway point situations are not carried over from round to round but must occur within a given round including playoff rounds.

### Bonus Rounds

Bonus round situations occur when in any particular round of the standard ten round game or playoff round/s a player or players score on all eight dice. An example of this occurrence might be the following:

You will notice that there are four Jacks- one of each suit, a Pinzique (Jack of Spades and Queen of Hearts) and two marriages of different suits. As long as the player in this situation does not lose any points because of a "takeaway point" situation, he/she would receive a bonus round after all players have taken their turn for the round being played. A player who receives a bonus round and scores points in that special round can still lose points if one or more opponents also qualifies for a bonus round in the same round as the first player mentioned, and rolls takeaway points pertaining to the first or other players in the bonus round.



Keep in mind that even though a player in a regular/ standard round may have received and scored in a bonus round they still could wind up being the last lowest scorer of the regular round.

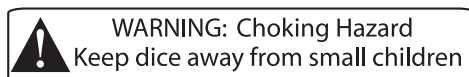
Bonus rounds should be marked for the regular/standard round or playoff round they came from, if, for example, in the fifth round of a game a player receives a bonus round. If they score in that bonus round, they would list their points in the first "B"-round available and mark it B-5. If needed just use the back of the score sheet and total points accordingly.

### Partners

If players in a particular game wish to play with a partner arrangement, just have the partners sit side by side so that they can share a score sheet and play as a team.

All regular rules and instructions should apply the same way as for individual players.

Enjoy the game!



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