

PLAYING THE GAME

Each player takes their turn, moving clockwise around the players.

In a turn, a player can either play or not play:

1. PLAY

A player's turn can be made out of the following actions (in any combination and as many times as they like until they want to stop or cannot do any more):

a. Put down a set

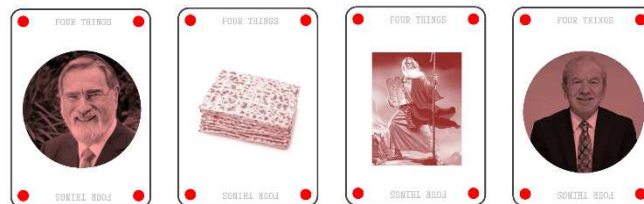
This is when the player uses their cards in their hands to put down a set on to the table.

WHAT IS A SET?

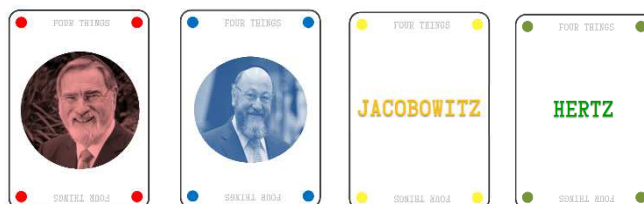
A set is a collection of 3 or more cards where:

- Either all the cards have the same colour;
- Or the cards all have different colours but their category match.

Example:



These cards form a set because they are all red.



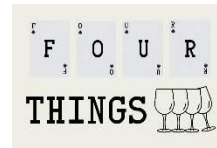
These cards form a set because they are all the same category "Chief Rabbi": Rabbi Mirvis (current Chief Rabbi), Rabbi Lord Sacks (former Chief Rabbi), Rabbi Jacobowitz (former Chief Rabbi) and Rabbi Hertz (former Chief Rabbi).

Joker cards can be used as if they were any card.

b. Swap out a card from a set of 3

This is when the player takes a card they require from an existing set of 3 on the table to their hand.

To do this, they must replace the card they took with a card from their hand which maintains the set of 3 (using the rules above).



c. *Stealing a card from a set of 4 or more*

A player is able to use a card from an existing set of 4 or more cards on the table to derive a new set. They can add any number of cards from their hand to complete this set.

Note that for a set to be valid, it must be at least 3 cards and follow the rules above.

2. NOT PLAY

If a player doesn't have the correct cards to do any of the above actions, then they can't play.

In this case, the player takes an additional card from the centre pile for their hand.

Their turn is now over.

PLAYER'S FIRST TURN

On a player's first turn of the game, they must put down a set of four cards from their own hand. This is all they are able to do, and once they have done that, their turn is over.

If they do not have the cards necessary to put down four cards, they must take a card from the centre pile (see "Can't Play" section), and their turn is over.