

Title: Final Count

Glossary of Terms:

- Board: the set of community cards played face up in the middle of the table
- Bust: when a player's score exceeds 75 points at the end of the hand
- Call: to pass your turn, initiating the final round for all other players
- Cards in Hand: the "player's cards" that are held in the player's hand
- Cards on Table: the "player's cards" that are played face up on the table in front of them
- Draw Pile: the cards remaining in the deck after dealing that will be drawn from during play
- Discard Pile: cards removed from the game for the remainder of the hand; this pile remains face down.
- Player's Cards: refers to all the cards belonging to an individual player and consists of the Cards in Hand and the Cards on Table.

Players: 2-4 players. Players must be able to perform double digit addition.

Resources: One standard deck of cards, joker's omitted. One 6 sided die. Pencil and paper for scorekeeping.

Objective: Game objective - to be the player with the highest score at the end of the game.
Hand objective - to be the player with the highest score not exceeding 75 at the end of the hand.

Setup: Players sit around a table facing each other. Three cards are dealt to each player - two face down (Cards in Hand) and one face up (Cards on Table). Two cards are dealt to the Board (placed face up in the center of the table). All remaining cards are placed face down in a Draw Pile next to the Board.

Game Mechanics: *If playing with the Hit Goal: Roll the die twice to determine the special goal number. (Example rolls: roll 1 = 4, roll 2 = 6; the special goal is 64. The larger is always placed first) otherwise, begin from here: All players pick up their Cards in Hand (Cards on Table remain face up on the table in front of the player). Play begins with the player to the left of the dealer. On their turn, a player may roll the die OR Call. If a player chooses to roll the die, they follow the actions allowed by the face up side of the die and then their turn ends. The turn then passes to the player on their left. Turns continue until someone Calls. A player may call at the beginning or end of their turn. After a player Calls, their turn ends, and every other player takes one more turn and then the hand ends. Score the hand. The role of dealer passes to the left and a new hand begins.

Die Actions: these are essentially draw or swap actions that may be taken for yourself, an opponent, or the board.

Draw	Player	→	1 pip - The rolling player draws a card - they draw the top card of the Draw Pile, see (but not share) the rank, and can then choose to play it face up in front of them or to discard it.*
	Opponent	→	2 pips - The rolling player draws a card for any opponent- they draw the top card of the Draw Pile, see (but not share) the rank, and can then choose to play it face up in front of any opponent or to discard it.*
	Board	→	3 pips - The rolling player draws a card for the Board - they draw the top card of the Draw Pile, see (but not share) the rank, and can then choose to play it on the Board or to discard it.*
Swap	Player	→	4 pips - The rolling player may swap one of their Player's Cards with one from the Draw Pile - they draw the top card of the Draw Pile, see (but not share) the rank, and can then choose to swap it with one of their Player's Cards (in hand or on table) or to put it back on the top of the Draw Pile. If they choose to swap, the new card is played on the table in front of them and their card is placed on the top of the Draw Pile.*
	Opponent	→	5 pips - The rolling player may swap one of their cards with a card from an opponent. If the player chooses to swap with an opponent, the swapped cards are played face up on the table in front of the player to whom they now belong. The player may choose to pick a card from an opponent's hand but it must be a blind pick.*
	Board	→	6 pips - The rolling player may swap one of their cards with a card from the Board. If the player chooses to swap, the card they receive is played face up on the table.*

***After the deal, no cards are placed into a player's Cards in Hand. All cards that are new to a player i.e. drawn or swapped are played face up on the table.**

If playing with the Hit Goal: If a player ends with the Hit Goal (determined by two dice rolls before the hand begins) they are automatically the winner and receive 75 points. The other players receive 0 points. As with the normal rules, if a player calls and does not win, the winning player receives 10 bonus points. If player A has the Hit Goal and calls, but in their final round another player is able to change player A's value total, the player with the highest value hand wins (See scoring below).

Scoring: A player's score for the hand consists of the points from their Player's Cards (Cards in Hand + Cards on Table) in combination with the points from the Board. Aces are worth 1 or 11 (each player decides for themselves even when an Ace is on the Board), number cards are worth their face value, and Jacks, Queens, and Kings are worth 10. At the end of a hand, the player with the highest score not exceeding 75 points wins the hand. If a player's score exceeds 75, they Bust and receive 0 points. If you call, and do not win, the winning player receives 10 bonus points. The winner of the hand's score is recorded and every other player receives 0 points. In the event of a tie for the hand, the score is split evenly between the tied players to the nearest divisible whole number (example: two players tied at 71 = 35 points to each of the two players and three players tied at 69 = 23 points to each of the three players).

Outcome: The first player to reach a total score of 300 points is the winner.

Game Design Team
Bridget Kurr – Game Designer

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3 pips - The rolling player draws a card for the Board - they draw the top card of the Draw Pile, see (but not share) the rank, and can then choose to play it on the Board or to discard it.*

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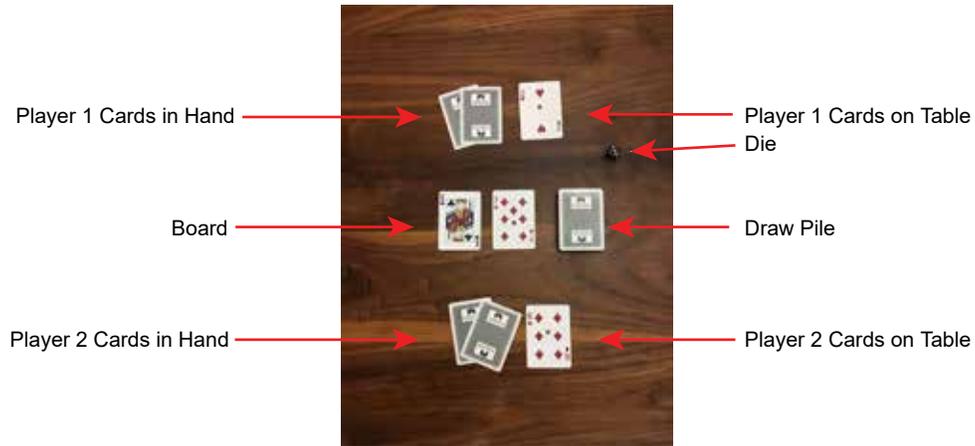
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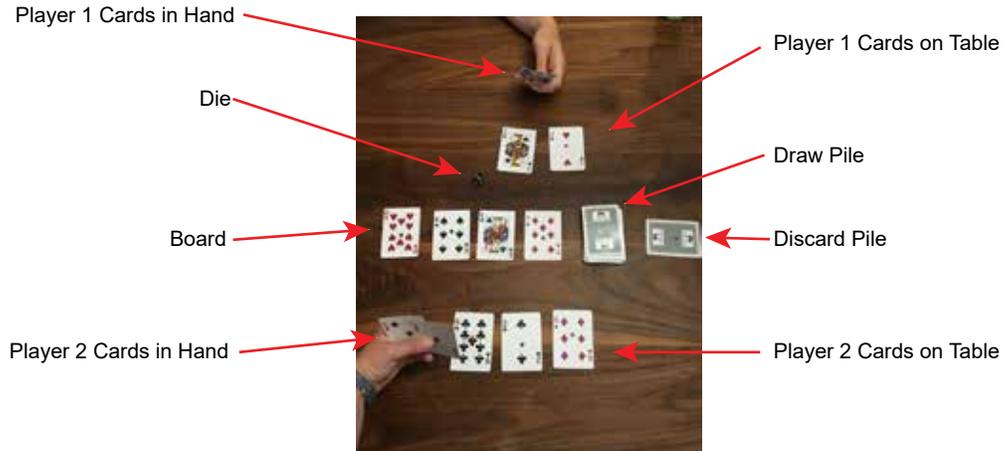
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Example Sheet: How to deal a 2-player game.



Example Sheet: As the hand progresses...



As game play progresses, the Board and players' Cards on Table have the ability to grow and change, however, players' Cards in Hand can only sustain or decrease. It is not unusual for a player to have no cards left in their Cards in Hand by the end of the hand, however, each situation is different based on die rolls and the specific choices of players throughout the hand.

- 1 Pip: Rolling player draws.
Play on your cards on table or discard.
- 2 Pips: Rolling player draws.
Play on opponents cards on table or discard.
- 3 Pips: Rolling player draws.
Play on the Board or discard.
- 4 Pips: Rolling player draws.
Swap with a card from your hand or table. Card goes back on draw deck.
- 5 Pips: Rolling player draws.
Swap with a card from opponents hand or table. Card goes back on draw deck.
- 6 Pips: Rolling player draws.
Swap with a card from the Board. Card goes back on draw deck.

*Reminder: any cards a player receives are played face up on the table.



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