

Players

From 2 to 10 players or as teams of:
 2 players - one against the other
 4 players - 2 teams of 2 8 players - 2 teams of 4
 6 players - 2 teams of 3 10 players - 2 teams of 5

Object of the game

To be the first player or the first team to score 2 series of 5 markers of the same color, either vertically, horizontally or diagonally.

Example:



Example:



Note: The 4 corners of the game board identified Jokers are "Bonus" spaces. Therefore, this space plus four other spaces in a row give a series.

Example: Diagonal series:



Example: Horizontal series:



Summary

All players must be evenly divided into teams. Each player must be flanked by two opponents and all team members must have the same color markers. Before distributing the cards, one must discard the Jokers.

To start the game, the older player is the one who deals. Each player will later take his turn.

Number of cards for each player:

2 players - 7 cards each

4 players - 6 cards each

6 players - 5 cards each

The game

The game begins with the player to the left of the dealer and moves in a clockwise direction.

When it is his turn, the player places in front of him a card from his hand and then places one of his markers (plain surface side) on the corresponding card on the game board.

Note that two identical cards appear on the game board, except for the Jacks.

The Jacks (There are 8 Jacks in the 2 decks of cards.)

The one-eyed Jacks are anti-wild. The player who has one can take away any marker from the other team to prevent them from scoring a series.

The two-eyed Jacks are wild. The player who has one can place a marker on any space on the game board.

Therefore, you can use it to complete your series or to prevent your opponent from scoring a series.



-1



+1

Replacement card

Once you have placed a card in front of you and placed your marker on the game board, you must draw a replacement card from the deck. If you fail to draw your replacement card before the next player places his marker, you will have to continue the game with one card missing.

Dead card:

If you hold in your hand a card which has already been played on both corresponding spaces on the game board, this card is declared "dead". When it is your turn to play, place the dead card on your discard pile and draw another card before playing. Then, proceed to take your turn.

Penalty

There must be no given sign or advice to a team member. If a teammate makes any gesture or says anything to influence a fellow teammate, to indicate that they are about to do something that they shouldn't, every player of that team will have to forfeit one card of his choice from his hand and finish the game without this card.

Identification

To identify a series, you must turn the markers on the side which reads "Double Series".

Safety

A scored series cannot be modified by the opponent.

A second series can be scored with the help of a series already achieved, like in crosswords.

Winner

The game ends when a player or a team scores two (2) series.