

Swedish Pursuit

(based on Crazy Eights, also known as Crazy Aces, Nines, Crates, Switch [loosely related to UNO], but with our own trick card variations)

Cut the pack: to select first dealer for each Round, deal moves clockwise after each game.

Dealer: Shuffles the cards and deals (singly) five cards to each player. Then places undealt cards face down on the table, the “*stock pile*”, then **turns the top card face-up** placing it next to the stock pile the “*discard pile*”.

If this is an **8** then dealer moves it to the bottom of the stock pile and another card is turned over.

If any other trick card is face-up then the trick card rules apply (see below).

Check your hand: Any trick cards should be identified first and used wisely. Don't finish the game with an **8** in your hand as it scores **30 points**.

Object: The first player who gets rid of all their cards (legally) wins, the winning score is **0** points. The other players score points according to the cards they have left in their hands (see scoring). At the end of the round **the lowest scoring player has won the round**.

Play: Starts clockwise, each player in turn must discard a card face-up onto the discard pile **which matches the rank or suit of the previous card** (for example if the card face up was the king of hearts you could discard **any king or any heart**). If a player **cannot match the suit or rank**, or discard an **8**, they must **pick up one card from the stock pile**, this acts as this players turn

If the stock pile is empty then the player misses their turn.

If you can lay a card, you must.

Trick Cards: There are **trick cards** to use **during your turn** to ensure lively play:

- You can discard an **8 of any suit** during your turn and **nominate a new suit**, if you wish.

Other trick cards can be played but they **must follow the suit of the card showing**:-

- If you discard an **Ace** the next player misses their turn.
- If you discard a **Queen** the direction of play is reversed.
- If you discard a **2** the next player picks up 2 cards from the stock pile, **UNLESS** they also have a 2 which they can discard and the next person must pick up 4, and so on. The player that picks up the penalty cards does not discard a card.

Last Card Penalty

- When you discard your **penultimate card**, leaving just one card in your hand, you must say **'LAST CARD' BEFORE** the next person takes their turn. If you fail to do so you must pick up two cards from the stock pile as a penalty. You can be challenged by other players at any time.

Scoring: as soon as someone wins the game, players must tally their score from the cards left in their hand (the player to your left should check your score):

Eight = 30 points, **Ace** = 1 point, **Number cards are at face value** = 2 – 9 points (the 8 scores 30), **10 or picture (court) cards** = 10 points

Write your score onto your score card and add up the total after 5 games please. The **10 lowest scoring** players after 5 games in rounds 1 & 2 combined go through to a **further 5 game play-off**. **The Umpire's decision is final.**