

Valid sets have 3 - 5 cards of the same number. Valid series have 3 or more sequential cards of the same suit. (Aces are low.)

L (library staff) cards are wild, but must stand-in for a real card from one of the five suits.

TURN OVERVIEW

First, take either of the top face-down cards from the stacks or the top face-up card on the discard pile

Then do up to one and only one of the following actions:

1. Play a set or series from your hand in front of you..
2. Add card(s) to one and only one existing set or series in front of any player (including yourself). In doing this, you may replace one or more L cards in a set or series. If you do, add those L cards to your hand.
3. Play a Problem Patron (PP) card.*

End your turn by placing a card from your hand on top of the discard pile.

A round ends when it would be a player's turn and they have no cards in their hand.

***Playing a Problem Patron (PP) card:**

First, see if anyone wants to play an L card to trespass the PP from the library. If so skip to the next section.**

If no L card is played, the player who played the PP card can draw a card from the discard pile, the top of either stack, or from any set or series on the table.

The selected card is added to the player's hand and play continues with the player discarding a card to end their turn.

After that the Problem Patron card should then be shuffled back into either of the stacks.

If a played card was taken from in front another player, check if that set or series (or part of the series) is still valid. If a set has less than 3 cards, or a series has a section that has less than 3 cards, those cards should be returned to the hand of the person they are in front of.

The player who had their card stolen may then add one of the of the following to their hand: a facedown card from the top of either of the stacks or the top card from the discard pile. (They may also choose to do neither.)

****Only YOU can stop Problem Patrons!**

Problem patron cards can be dealt with by library staff, but it takes a lot out of them. If someone plays an L card to stop a PP from breaking the rules,

-- both cards are removed from play until the next round.

-- the played PP counts as the discard of the person who played the PP, and their turn is over.

The person who played the L card may then add one of the of the following to their hand: a facedown card from the top of either of the stacks or the top card from the discard pile. They may also choose to do neither.

Play continues with the player to the left of the player who played the PP card, as normal.