

Start with (2) decks, minimum of (4) jokers. Designate a dealer to shuffle and give the player to the dealer's right an opportunity to cut the deck.

Deal (7) cards to each player. Dealer rotates to the left after every round.

After dealing, flip over top card from deck. Leave the remainder of the deck in the center as a draw pile. The person to the Dealer's left normally plays first, matching cards numerically or by suit, unless a King or a 7 is the first card flipped over. The first card carries all of the rules, so play special cards as normal, skip, draw, reverse, etc. If a Jack is top card turned over, the suit cannot be changed. Players must keep their cards in view of the other players at all times.

Unless using an 8 card you may only play (1) card at a time.

If a player cannot play, they must draw from the pile until they can. A Joker can be played following a Jack. A Jack cannot be played on a penalty card, the Joker or Two. When a two is played, the next person must play a two or draw two cards from the deck (if that person plays a two, then the next person must play a two or pick up four cards from the deck, etc.). You cannot play penalty cards as they are initially taken. After that person takes a penalty from the two card or series of them, the next player can play another two or any card of the same suit.

When a player plays their second to last card they must say "next to the last card". If they place their second to last card on the table and let go without saying it, another player may say "next to the last card" and force the player to draw (5) cards.

To win each round, one player must play all of their cards.

Cards remaining in other player's hands count as points against them. 2-9 count as (5) points each, 10-King count as (10) points each, Aces are (50) and Jokers are (100). The game ends when the first person reaches (500 or 1,000) points, in which case a winner having the lowest score is declared.

Special Cards:

2 - is a penalty card. Next player draws (2) cards and loses turn, unless they play another 2, where the next player must also play a 2 or pickup 4 cards, etc. It is a cumulative penalty to the last player without a 2. Jacks and Jokers cannot be played in lieu of a 2.

7 - skips next player's turn

8 - the same player must play another card, but it must match the numeral or suit. If an 8 is played as the last card, the player must draw until they can play a card. An ideal hand would be six 8s involving all 4 suits and a Joker, for example. But, don't forget to say "Next to the Last Card" before you throw it all down.

Jack - wild card, which can be played on any card unless it was a penalty card, and allows the player to change the suit.

King - reverses direction of play.

Joker - is a penalty card. Next player draws (5) cards and loses turn, unless they play another Joker, where the next player does the same. A Joker may be played on any card unless it was a penalty card. A series of Jokers played is cumulative to the player unable to play one.