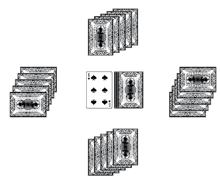
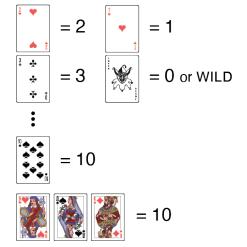
## **HOW TO PLAY YANIV**

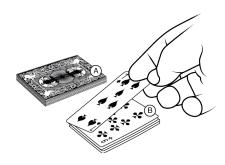
1. FOUR PLAYERS ARE EACH DEALT FIVE CARDS. THE REMAINING CARDS ARE PLACED IN THE TABLE CENTER FACE-DOWN AS A PILE. THE TOP CARD IS REMOVED AND PLACED FACE-UP BESIDE THE PILE.



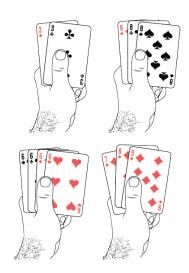
2. EACH CARD'S VALUE IS EQUAL TO THE NUMBER OF POINTS IT IS WORTH, EXCEPT FOR ACES, JOKERS AND FACECARDS.



3. THE GOAL IS TO HAVE A SUM OF SEVEN OR LESS IN YOUR HAND.
GOING CLOCKWISE, EACH PLAYER PLACES A CARD FACE-UP ON THE FACE-UP PILE, AND EITHER TAKES A CARD FROM THE FACE-DOWN PILE (A), OR THE FACE-UP CARD BENEATH THE ONE THEY JUST PUT DOWN (B).



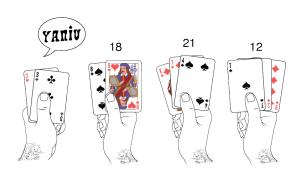
4. YOU MAY ALSO PLACE DOUBLES, TRIPLES, QUADRUPLES OR STRAIGHT FLUSHES OF THREE OR MORE. YOU STILL ONLY TAKE ONE CARD.



WILDCARD JOKER: EX. IF YOU HAVE A 3 AND 5 OF THE SAME SUIT BUT NO 4, YOU CAN PLACE A JOKER IN THE MIDDLE AND DROP ALL THREE AS A STRAIGHT. THE NEXT PLAYER CAN TAKE THE TOP OR BOTTOM CARD, BUT NOT THE MIDDLE CARD.



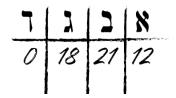
5. ONCE YOU HAVE A SUM OF SEVEN OR LESS IN YOUR HAND, YOU CAN CALL OUT "YANIV" AT THE BEGINNING OF YOUR NEXT TURN.



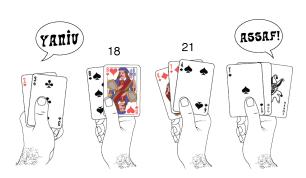
EVERYONE SHOWS THEIR CARDS AND ADDS UP THEIR POINTS.

IF YOU INDEED HAVE THE FEWEST POINTS OF EVERYONE, YOU WIN THE ROUND.

EVERYONE TALLIES THEIR
POINTS UNDER THEIR NAME ON A
SCORECARD, EXCEPT FOR YOU.
YOU THEN START THE NEXT ROUND.

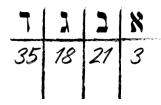


6. IF YOU DO *NOT* HAVE THE FEWEST POINTS OF EVERYONE, YOU GET "ASSAF'D".



YOU THEN HAVE TO TALLY YOUR POINTS AND ADD AN ADDITIONAL 30 TO YOUR SCORE.

THE REAL WINNER TALLIES THEIR POINTS AS WELL, BUT STARTS THE NEXT ROUND.



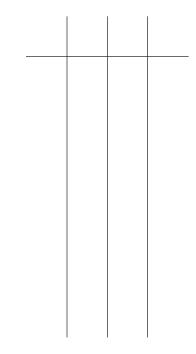
7. IF YOU PASS 100 POINTS YOU LOSE. BUT IF YOU HIT EXACTLY 100 POINTS, YOU GO BACK TO FIFTY. AND IF YOU HIT EXACTLY FIFTY POINTS. YOU GO BACK TO ZERO.











SCORECARD (FOR USE WHILE PLAYING)