The Seal of Pragon

By
Legend

Equipment:
One deck of standard playing cards with two jokers.

Setup:
Shuffle the deck with two jokers. Create six stacks of cards in three rows. Two stacks in the bottom row, three stacks in the middle row, and one stack in the top row. The top stack should be centered over the middle stack of the middle row and the two bottom stacks should each be centered between the rist and second stack of the middle row and between the second and third stack of the middle row. The layout should look roughly like a five-pointed star.

Each stack should contain 3 face down cards except the middle stack which will contain 5 cards. Flip over the top card of the middle stack. Place the remainder of the cards to the side to create the draw deck. If a joker is revealed during setup, shuffle it back into the draw deck and place a new face up card in the middle stack.

Draw three cards from the deck. This is your starting hand.

Objective:
To remove all cards from the table.

How to play:
The player uses cards in their hand plus face up cards on the table to create modified poker hands. If the player starts a round with less than 3 cards in their hand, they draw up to 3.

If the player cannot create any hand, they must place one card from their hand that is either of the highest or lowest value face-down on one of the face-down stacks on the table. If there are no face down stacks on the table, then one stack must be chosen to turn the top card face-down and place a card from your hand on top of that stack.

When the player incorporates face up cards from the table in their hand, those cards are discarded along with the rest of the cards from the players hand used to create it.

Hands:
Pair: (two cards of the same value) The player may choose to flip over the top face-down card from any stack OR remove the top face-up card from any stack. The player may only make two pairs in a single round.

3of a kind: (3 cards of the same value) The player may flip over any three face down cards on the table.

Straight: (3 cards in consecutive numerical order) Remove up to 3 face up cards in a single row or column and/or flip over any 3 face down cards in a single row or column. The cards must be orthogonally adjacent to each other. Each card in the chosen row/column can only be flipped OR removed. Not both. (ie, you cannot flip over the card and then remove it) *See legal column/row example*

Flush: (3 cards of the same matching suit) Flip over all face down cards on the table.

Straight-Flush: (3 cards in consecutive numerical order AND all of the same matching suit) Flip over all face down cards and remove all face up cards.

4 of a kind: The player may shuffle 5 random cards from the discard pile back into the draw deck.

***Note**: The player may use up to 5 available cards between their hand and the face up cards on the table to create a flush or straight.

Only face-up cards may be removed and placed in the discard pile. Face-down cards can never be removed.

In order to use a face-up card from the table in a hand, at least one card from the player's 3-card hand must be used along with it.

After a hand is made or cannot be made and a card is discarded, the next round starts by the player drawing up to 3 cards.

The Joker:
When a joker card is revealed, the player must first flip over the middle card if it is face-up and flip over any face up face cards or aces on the table so that they are now face-down. The Joker card may then be used as a wild card of the players choice.

Special Hands:
Some pairs may be used for a special purpose. *Note: The following pairs may be chosen to be used as their special version or as a normal pair (from 2 to 10).

- **Pair of Jacks**: Remove any two face-up cards from the table.
- **Pair of Queens**: Place any one card from the discard pile into your hand.
- **Pair of Kings:** Flip over any two face-down cards from the table.
- **Pair of Aces:** Flip over any face-down card on the table AND remove any face-up card from the table.
- **5 of a Kind:** The player may shuffle the discard pile back into the draw deck.

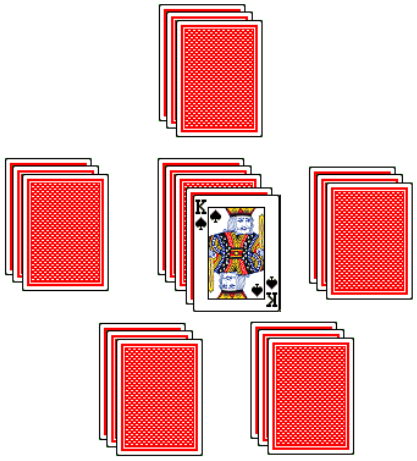
Winning/Losing:
The player wins if all cards are removed from the table before the deck runs out.

The player loses if the deck runs out, no more hands can be played, and there are still cards on the table.

Optional Rules:

- Hard Mode: Play without using special pairs.
- Play with the Jokers only flipping over cards and not as wild cards.

Setup Example:



Valid Row/Column for Straight Hand:
(Colored lines indicate legal rows/columns. Notice there are only 3)

