

NVWK

By: The AAA

Credits:

Casey Dow, Calvin Chen, Evan Velek, Tai Lee, Allen Qiang, Ollie Wendt, Aditya Murthy

	Spades	Clubs	Diamonds	Hearts	Points
2	Reverses card order, Can not be played on by tens				1
3	Plays as any value without suit, Cancels all abilities and card chains				4
4	Reverses the order of play				2
5	Prevents card drawing, Can only play on [Suit], Gain negative two points				-1
6	The next player draws one card unless another six is stacked				2
7	Cancels all abilities used on the next play or until a clear				2
8	Skips the next player unless another eight is stacked				2
9	Immediately clears the play stack	Plays on any card or discards to prevent drawing	Choose a player to gain five points	Choose a player to draw three or all opponents to draw one	5
10	Plays on any card unless specified, Reverses card order				3
Ja	Drop two cards with this when played	Drop a card with this when played	Give a card to the left after playing	Give a card to the right after playing	5
Q	Can only be played on by a Queen or the Ten or Ace of [Suit]				3
K	Flips and discards two cards from the deck and gains both abilities		Flips and discards a card from the deck and gains its ability		4
A	Reverses card order, Can not be played on by tens				1
Jo	Joker - Play as any card and suit, Can not end with				10

Gameplay

Shuffle and deal 7 cards to each player. If there are more than 4 players, deal 6 cards instead.

On a new pile, the leader may begin with any card or set of cards. Players complete their turn by either playing and performing the card actions or passing. If all opponents pass on the same card, the player may lead a new pile.

Playing Cards

Cards are played in ascending order, such that any card the same or above value may be played on the current card. If a set of two or more of the same card is played, the next player must match the same amount.

Sets can be "evolved" or "devolved" by a consecutive value which is even or odd respectively. Evolving adds one card to the set, while devolving removes one.

Drawing Cards

A "card chain" can be formed when at least two of the same value or three consecutive values are played in a row. The player at the end must either continue it or draw cards equal to the amount of cards in the chain.

Winning

The game ends when a player plays all their cards or reaches -3 points including in their hand. Then, all scores are counted and the player with the least points wins.