

Somachi

Deal four cards to each player. Starting with the player to the left of the dealer, each player takes a turn. If a player has an alak or arl then they can play a single card (either an alak or an arl) and draw a single card, otherwise they stand. Once each player has either played or stood regular play starts.

On their turn, each player draws one card and must either play or discard one card. They can either draw from the deck or the top card on the discard pile. However, if they draw from the

discard pile they must either play or discard a different card — drawing from the discard pile and discarding that same card is not allowed. During their turn a player may add any cards to a played alak or arl, either their own or another player's.

When an arl is played, any other played card of that suit goes to the player's hand. This includes the top card on the discard pile, with the arl collecting from the discard until a different suit is encountered.

A player with an arl played can collect from the discard pile out of turn — for example when another player discards a card of that suit. However, this claim can only be done while the card is on the top of the pile. Once another card has been discarded on top of it the card can no longer be collected (unless it once again becomes the top card, either because of other players drawing from the discard pile or collecting cards from it).

An arlas can be played against another player to remove all cards of that suit that have been

played — unless the other player has played a deiskatun in that suit or has one in his hand in which case it can be played out of turn to prevent the loss of his cards. Removed cards are returned to the bottom of the deck, including the arlas that was played.

Play ends when a player has no cards remaining in their hand. Each player then tallies their played number and alak cards (including any cards another player played on them). The player with the highest score wins the hand. Running tallies of

all players' score in all hands are kept with the highest tally winning the game.

Note that adding or collecting cards is never counted as playing a card. When another player has played an alak, a player may add a card of the same suit to that alak. When another player has played an arl, a player may either add a card of the same suit to that arl or discard the card. In the former case the player must still either play or discard a card (allowing him to remove cards from his hand)

while in the latter case the other player may claim the discarded card.

After each hand the players' cards are removed from play. When the deck runs out the discard pile (excepting the top card) and cards that have been removed from play are reshuffled so as to allow play to continue.

Gambling

This game is a popular subject for gambling and when played in a gaming establishment is always played in this fashion.

Bring In Bets

During the opening round the first player who plays an alak or arl can make a bring in bet, each subsequent player must make the same bring in bet. Players who also play an alak or arl can raise it. Thus if the first player stands (for lack of an alak or arl) they will not make a bring in bet. All bring in bets go to the pot.

Stay In Bets

Whenever a player plays a face card they can make a stay in bet that every player must match in order to remain in the game. If a player makes a stay in bet when playing an arlas then a player who plays a deiskatun can make a separate stay in bet with both having to be paid to the pot in order to remain in the game.

Challenge Bets

On their turn a player may issue a challenge bet. If all players meet the challenge the bets are

added to the pot, otherwise the bets are cancelled but the points for the hand are doubled.

All In

If a player lacks the chips to make a bet they can go "all in" in which case they are considered to make every bet in the hand. However, a player without chips cannot be dealt into a hand.

<p>Outline of Play</p> <p>Deal four cards to each player</p> <ul style="list-style-type: none"> • play starts with player to dealer's left and passes to the left • if a player has an alak or arl they can play it • no more than one card can be played • if a card is played the player draws a card to replace it <p>Once each player has taken one turn regular play starts. On their turn a player:</p>	<ul style="list-style-type: none"> • draws one card from either the deck or from the discard pile • (optionally) adds cards to a played alak or arl of the same suit • plays or discards one card • a card that was drawn from the discard pile cannot be discarded in that same turn 	<p>Only face cards can be played</p> <ul style="list-style-type: none"> • playing an alak allows the player to (in future turns) add number cards of the same suit • playing an arl allows the player to collect all cards of the same suit that have been played or are on the top of the discard pile • an arl can collect cards even when it isn't the player's turn • playing an arlas against another player removes the arlas and all cards of the same suit from play
<ul style="list-style-type: none"> • a deiskatun negates an arlas so that only the arlas is removed from play • a deiskatun can be played even when it isn't the player's turn <p>Play ends when a player has no cards left in their hand</p> <ul style="list-style-type: none"> • number cards are worth face value • alak cards are worth eight points 	<p>All Cards Count Under this rule all face cards that have been played count for points, eight points each, not just the alak.</p> <p>Thousand Points Game is played until a player reaches 584 points (▬▬▬▬▬▬ or eight hundred eighty eight in Railog octal reckoning, the largest three digit number).</p>	<p>Any Face Card Opens Under this rule any face card, not just the alak and arl, can be played and have other cards of the same suit added to it.</p> <p>Seed Discard After the first round and whenever the deck is reshuffled the top card on the deck is "discarded" to seed the discard pile. When reshuffling the entire discard pile is used.</p>
		<p>Instructions</p> <p>Print at full size on 8½×11" paper</p> <p>Trim to outer edges (¼" except ¾" on left edge)</p> <p>Fan fold on dark lines</p> <p>Refold on dotted lines</p> <p>Store in card deck box</p>