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Play starts with the dealer dealing eight cards to each player (including the dealer). If there are only three players then an extra hand is dealt and if there are only two players then two extra hands are dealt so that there are a minimum of four hands.

The players pick up their hands, sort the cards by suit and evaluate the quality. The dealer sets a bring-in bet that each player (including the dealer) must put in

the pot in order to remain in the game. The players who remain can discard up to six cards, drawing as many cards as are discarded. All of a player's discards must happen at once: as soon as a replacement card is drawn no additional cards may be discarded.

The hands are evaluated again, selecting two suits to play and setting the other cards aside.

Any player can open betting, declaring the amount of their bet and adding it to the pot. The other players then either fold, see the bet (adding the amount

to the pot), or raise the bet (adding the amount to the pot). Once a player has bet they cannot do so again unless another player raises the bet, at which point the player can fold, see the raised bet (adding to the pot), or raise the bet again (adding to the pot). A player can go "all in" by adding their entire stake which allows them to stay in the hand no matter how high the bet goes.

A player wins the pot if all other players fold. Otherwise the winner is determined as follows:

Each player who is still in the game plays their cards face up on the table. If an arl is played then any cards of that suit that have been played, or are held in reserve, or in folded hands, or in extra hands (those dealt when there are fewer than four players) join the arl. However, discarded cards remain out of play. If a player loses a suit due to an arl then, if possible, he must play another suit from his reserve cards so that he has two suits in play. If this results in another arl being played then any cards of the same suit that have been

played, held in reserve, are in folded hands, or are in extra hands join the arl. Any time a player has less than two suits played he must play another suit from his reserve cards if possible. This continues until all arl cards in play have been resolved.

If a player's played cards include an arlas then any other player who does not have a deiskatun in their played hand must drop out. If only one player remains they are the winner, otherwise battles ensue. Only the alak and number cards figure in these bat-

ties. The hands are ranked by the number of alak in them, with ties in alaks broken by the number of number cards, and ties in number of cards by the total value of the number cards. Battles are then fought in order of the highest ranked to lowest with the loser of a battle dropping out and the winner proceeding to the next lower ranked hand.

For example, if hand A has two alak and two number cards, hand B has one alak and three number cards, hand C has one alak and five number cards and hand D has no alak and seven

number cards then they are ranked A, C, B and D. A will battle C, with the winner battling B, and that battling fighting D.

In each battle an alak removes another alak from consideration. If the other hand does not have an alak then it removes the highest value number card from consideration. The remaining number cards are then totaled with the highest total winning. A hand with only alak and no number cards can only win if the alak remove all number cards from the opposing hand. In the event of a tie both players drop out.

For example, if hand A has two alak, a five and six, hand B has one alak, two sixes and a five, hand C has one alak, an eight, a seven, a four, a two and a one while hand D has two eights, two sevens, two sixes and a five then the match ups occur in order of A, C, B and D because A has the most alak and C has more number cards than B while D has no alak at all.

When comparing hand A to hand C, the alak in hand A remove the alak and the eight in hand C from consideration. This leaves hand A with 5 + 6, or 11 points

and hand C with 7 + 4 + 2 + 1, or 14 points — hand A drops out and hand C is matched up against hand B.

In this case the alak remove each other from consideration leaving hand B with 6 + 6 + 5, or 17 and hand C with 8 + 7 + 4 + 2 + 1, or 22. Hand B drops out and hand C is matched up against hand D. The alak in hand C removes one eight in hand D from consideration. This leaves hand C with 8 + 7 + 4 + 2 + 1 = 22 and hand D with 8 + 7 + 7 + 6 + 6 + 5, or 39, making hand D the winner.

<p>Outline of Play</p> <p>Ante bets are added to the pot</p> <p>Deal eight cards to each player</p> <ul style="list-style-type: none"> Deal no fewer than four hands: if there are fewer players deal them as extra hands Dealer sets the bring-in bet after looking at his cards Each player who is still in can discard up to six cards, drawing as many as are discarded A player must discard all cards at once, once a single card is drawn no more can be discarded 	<ul style="list-style-type: none"> There is no special order for players to discard To facilitate play the dealer may deal the cards out instead of the players drawing them directly If there are more than six players all discards happen before any draws and the discards are shuffled back into the deck <p>Each player selects two suits from their hand, setting the cards in those suits face down on the table and retaining the remaining cards. Betting commences led</p>	<p>by any player and proceeding in any order though once a player makes a bet they cannot raise it unless another player raises the bet first.</p> <p>Once betting has completed the cards are turned over. If a player plays an arl then they can claim any card from that suit from another player's hand — either from the cards played or retained — but not cards that have been discarded or not yet drawn.</p>
<p>Only arl that have been played can claim cards — if an arl is retained then it cannot be used to claim any cards</p> <p>Cards in extra or folded hands can be claimed by arl</p> <p>If a player loses a suit to another player's arl then they choose another suit from their remaining cards to play</p> <p>Once all players have played their cards, all arl claims have been resolved and all retained cards played as necessary for a player to have two suits in play then the hand is resolved.</p>	<ul style="list-style-type: none"> If a player has no cards left (because they were claimed by another player's arl) they drop out If any player has an arlas then other players must drop out unless they have a deiskatun If only one player remains they win If more than one player remains they compare alak and number cards in per-player match ups 	<ul style="list-style-type: none"> Each alak defeats one opponent card having the highest value If a player's alak cards remove all of an opponent's alak and number cards then that player wins the match up Once alak have been considered the remaining number cards are summed and the highest total wins the match up <p>Players are eliminated in match ups until only one player is left, that player is the winner. Variations in matchup ordering are common. Although in general</p>
<p>this does not change anything, sometimes the order of matchups makes a difference — hands with circular wins are quite possible.</p> <ul style="list-style-type: none"> Hands are ordered for match up with the winner of a match up going against the next hand Hands with two alak go first, followed by those with one and finally by those with none Hands with the same number of alak are ordered by number of number cards 	<ul style="list-style-type: none"> Hands with the same number of alak and number cards are ordered by the total value of the number cards <p>If a player wins then they claim the pot, otherwise it remains for the next hand.</p> <p>The player to the dealer's left becomes the new dealer who collects all of the cards and shuffles the deck.</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>