

Round								
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
Total								

- Each card scores its number, from -2 to 12. Three of the same number in one column are cleared and score 0.
- The player who ended the round needs the lowest score. If anyone has the same or less, double the ender's score, if it's above 0.
- Once someone reaches 100, the lowest total wins.