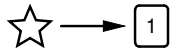
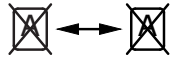
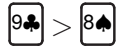
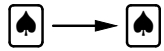
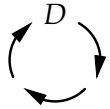
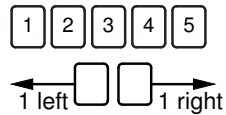
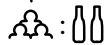
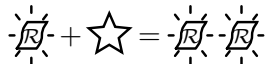
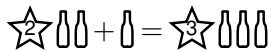


Five-Card Yak

Rules:



Exceptions:



Deal 5 cards to each player

Pass a card each way

Dealer leads

Follow suit (if able)

Highest (untied) card wins (regardless of suit)

Tied cards cancel (and cannot win)

Winner of the first trick drinks once

Winner of the second trick drinks twice

Winner of the third trick drinks three times

Winner of the fourth trick drinks four times

Winner of the fifth trick drinks five times

Winner leads next trick (and deals at the end of the hand)

After taking drinks for the previous trick, drink only once (to make up the difference)

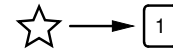
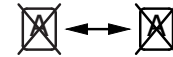
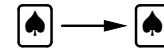
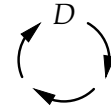
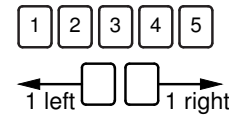
Winner of 4 of 5 tricks gets to make a new rule (and does not drink) and other players take the trick's drinks plus one

Winner of all 5 tricks gets to make a second rule (and does not drink) and other players drink twice

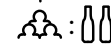
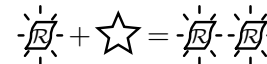
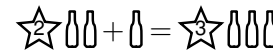
(See the official rules for clarifications)

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