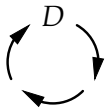
Five-Card Yak

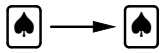
Rules:

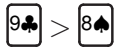
Deal 5 cards to each player

Pass a card each way



Dealer leads


Follow suit (if able)


Highest (untied) card wins (regardless of suit)


Tied cards cancel (and cannot win)

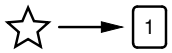

Winner of the first trick takes one penny


Winner of the second trick takes two pennies

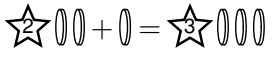

Winner of the third trick takes three pennies


Winner of the fourth trick takes four pennies

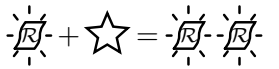

Winner of the fifth trick takes five pennies


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

Exceptions:


After taking pennies for the previous trick, take only one penny (to make up the difference)


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


Winner of all 5 tricks gets to make a second rule (and does not take a penny) and
other players take two pennies

Winning:

Player with the lowest number of pennies at the end of the game wins

(See the official rules for clarifications)

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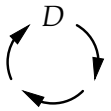
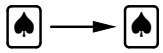


Dealer leads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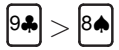
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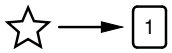
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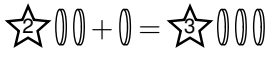
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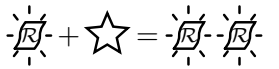
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