

Extra card 3: **Doubles**



Front



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Rules of the game

At the beginning of the game, a Pasch (doubles) card is placed in the middle of the table, as an available “dirty tricks” card that sits apart from the 6 Tavern cards.

The usual rules concerning “dirty tricks” cards apply. This card may be used in play just like any other “dirty tricks” card.

If a player rolls doubles, he has two options that he must choose between:

a) He rerolls one of the two dice and then must use the new die result as usual.

However if, on the reroll, the player rolls doubles again, he may decide again between a) and b).

b) He does not reroll but uses both dice as usual and takes the Pasch card for himself.

The player keeps the Pasch card until he uses it, or until his opponent decides, after rolling doubles, to take the Pasch card for himself.

Doubles card ability (Reroll two dice)

Once a player decides to use the Pasch card, he returns it to the middle of the table, as an available “dirty tricks” card that sits apart from the 6 Tavern cards.

Then he rerolls two dice and uses the result of the rerolled dice. If, however, he rolls doubles, he may decide between a) and b) again as described above.

The unused Pasch card counts as a point at the end of the game.

Assembly instructions

Print the image and paste the front on the back, cut to size. Best use a ruler and a cutter and if necessary a small scissors.