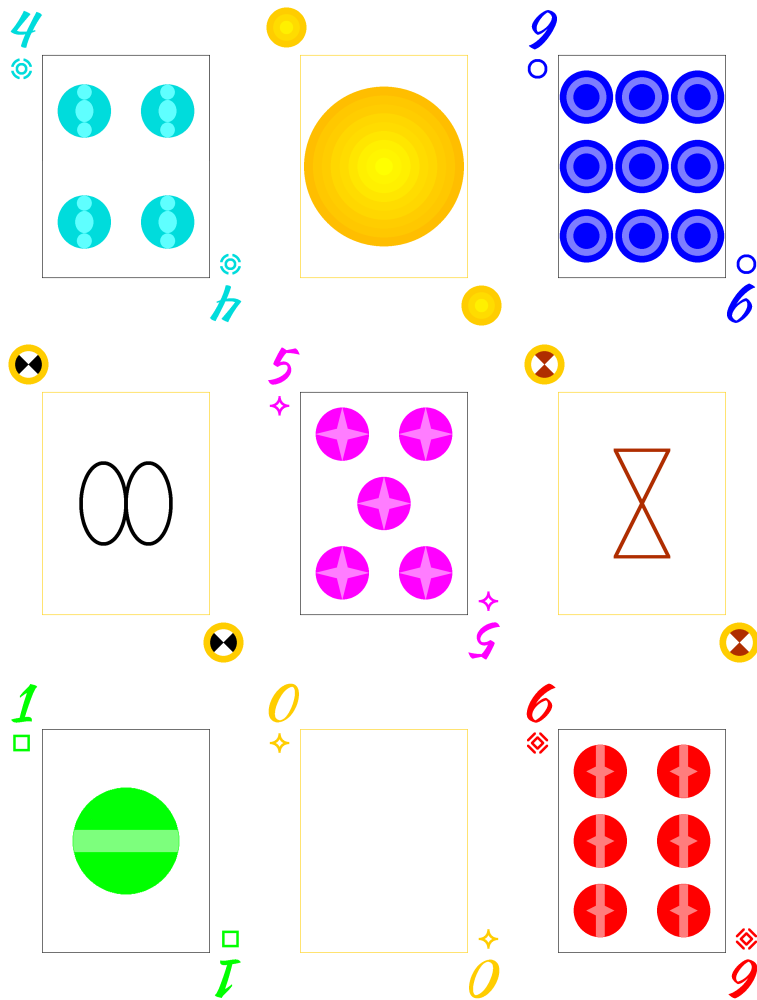


Secrets of the Universe Official Rules



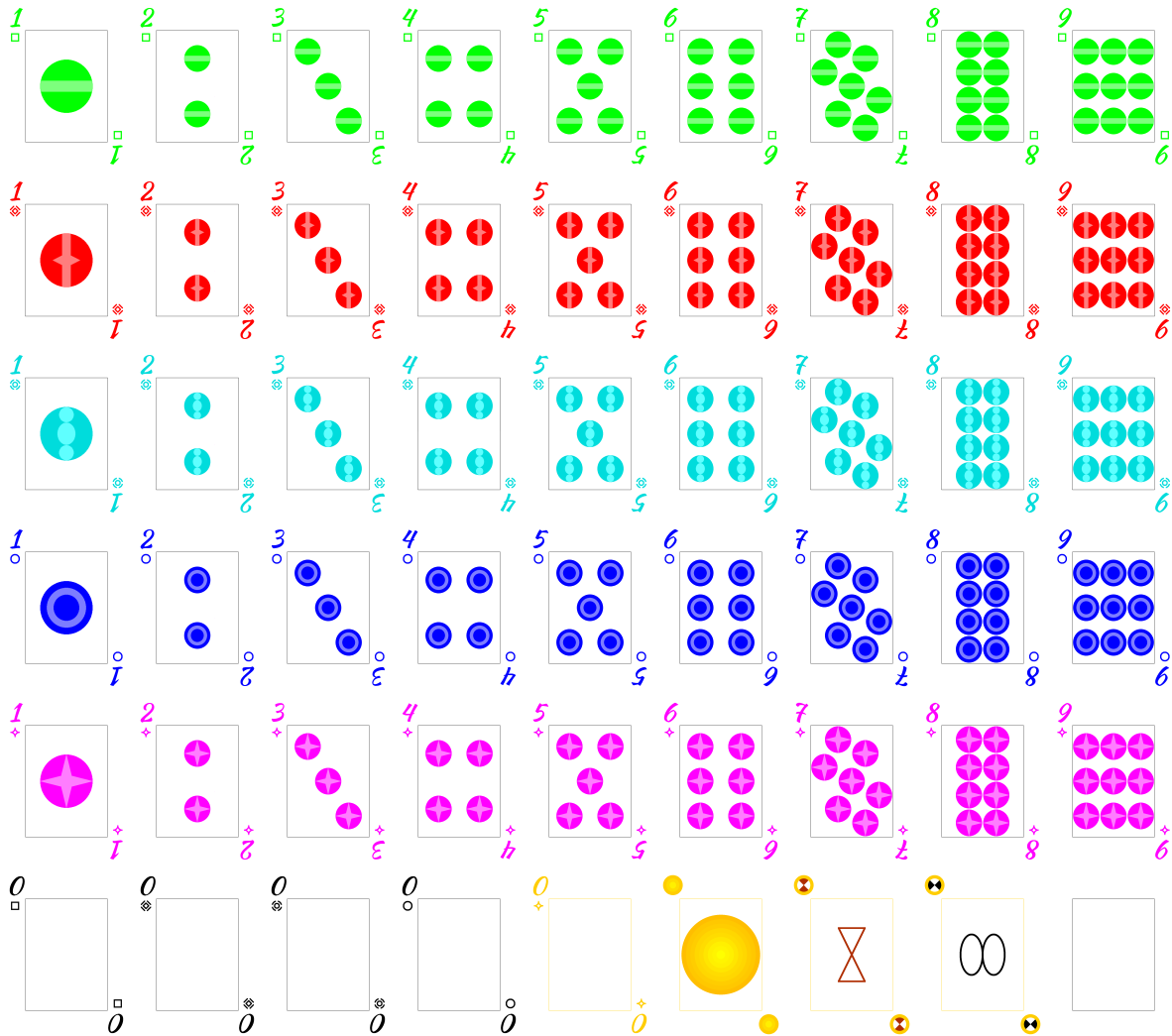
Players and Materials

This game is designed for 4 players, although 2 or 3 can still play. In addition to the 192 card deck, a token to mark the dealer and chips for scoring are recommended.

Objective

This is a meld scoring rummy game. The goal is to score as many points as possible through drawing and discarding cards to form melds, which are worth points. A secondary consideration is to go out and end the round, ideally going out fully.

The Cards



Top four rows: Cards in the **Plain Suits**, Earth, Fire, Water, and Air, 1-9 (x4 each)

Second row from bottom: Cards in the **Special Suit**, Magic, 1-9 (x4 each)

Bottom row: **Bonus Cards**. Plain 0*, Special 0, Divinity, Eternity, Infinity, and Void (x4)

The **Basic Version** of the game only uses the cards in the Plain Suits. Total: 144 cards.

The **Intermediate Version** also uses the cards in the Special Suit. Total: 180 cards.

The **Advanced Version** uses all cards, including Bonus Cards. Total: 192 cards.

*Note that the 4 Plain 0s are all identical during gameplay. They were marked slightly differently to preserve backwards compatibility with an earlier version of the game.

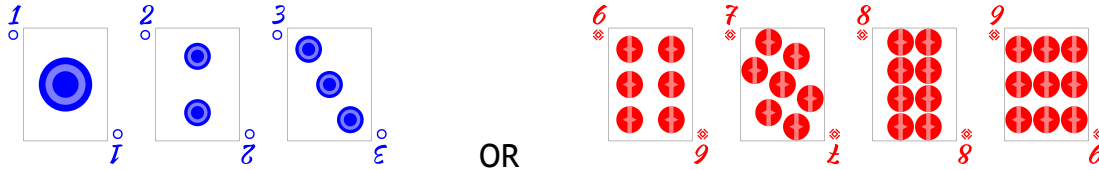
The Basic Version

Take out all cards in the Special Suit and all Bonus Cards, leaving 144 cards.

Melds

There are 3 main types of melds: **sequences**, **sets**, and **unities**, all scoring differently.

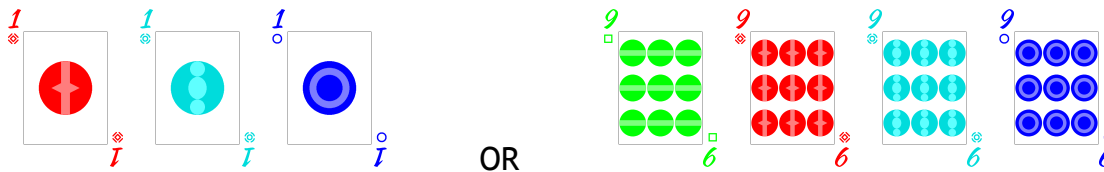
Sequence: 3 or more cards of the same suit and consecutive numbers. Examples:



An entire sequence scores a fixed sum of points, with longer sequences scoring more.

Length:	3 cards	4 cards	5 cards	6 cards	7 cards	8 cards	9 cards
Score:	10	15	25	40	60	80	120

Set: 3 or 4 cards of different suits and the same number. Examples:



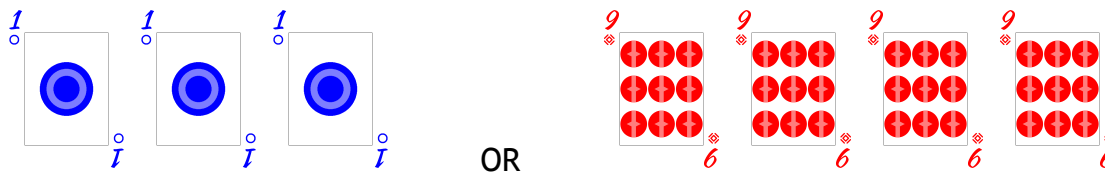
An entire set scores a fixed sum of points, with 4-Sets scoring double that of 3-Sets. In addition, the score depends on the number used, with sets of 8s and 9s scoring more.

3-Set:	Of 1~7	Of 8s	Of 9s	4-Set:	Of 1~7	Of 8s	Of 9s
Score:	10	12.5*	15	Score:	20	25	30

*Of course, you can't have decimal scores. For now, flip a coin, predicting what side it will land on. If the prediction was correct, score 15 points, otherwise score 10 points.

The Advanced Version will have a different way of handling scoring for 3-Sets of 8s.

Unity: 3 or 4 cards of the same suit and the same number, i.e. identical. Examples:



An entire unity scores a fixed sum of points, with 4-Unities scoring quintuple that of 3-Unities. Like sets, the score depends on the number used, with unities of 8s and 9s scoring more. In addition, for a **concealed** unity, the unity's entire score is doubled.

Exposed Unity: one or more cards were drawn from a discard area

3-Unity:	Of 1~7	Of 8s	Of 9s	4-Unity:	Of 1~7	Of 8s	Of 9s
Score:	20	25	30	Score:	100	125	150

Concealed Unity: all cards in the unity were drawn from the deck

3-Unity:	Of 1~7	Of 8s	Of 9s	4-Unity:	Of 1~7	Of 8s	Of 9s
Score:	40	50	60	Score:	200	250	300

Gameplay

Start by dealing 12 cards to each player, then discard one card from the deck into the center, face up. Beginning with the dealer, and going counterclockwise, take turns drawing a card and discarding a card, trying to form melds, preferably valuable ones. The drawn card can be from the deck, or it can be the **most recently** discarded card.

Going Out

After drawing, if at least 11 cards form melds, you **may** go out and end the game. If all 13 cards form melds, or the last 2 are an identical pair, that is **going out fully** and worth +10 points. In any case, all players reveal their hands and score for their melds.

Basic Version FAQ

Q: Can sequences wrap around the corner from 9 to 1?

A: No. 9 and 1 are never consecutive. Thus, groups like 891 are not valid sequences.

Q: Is 2 cards of one suit and 1 card of another suit a set?

A: No. Sets must contain distinct suits only. That would be a pair plus a single card.

Q: Can one card be part of multiple melds?

A: No. For example, with 11123 in one suit, only the unity is melded as it scores more.

Q: How do I distinguish between exposed and concealed unities?

A: When drawing a discarded card, turn the drawn card upside down so that the gold side of the card back is on top, instead of the black side. This way, any unity including that card must be an exposed unity. Any player may request to see that card again.

Q: Can I draw a card other than the most recently discarded card to form a meld?

A: No. In the Basic Version, you are limited to the most recent card from the discards.

Q: Once I form a meld, do I have to put it down and show it to the other players?

A: In the Basic Version, you don't have to. More advanced versions may require you to.

Q: What happens if the deck runs out, and I don't want to draw from the discard?

A: This is unlikely to happen with 144 cards, but end the game, and score as normal.

Q: Do I get any credit in terms of points for going out normally, but not fully?

A: No. Your credit is that you stop other players from increasing their score further.

Q: What happens after the game ends and points are scored?

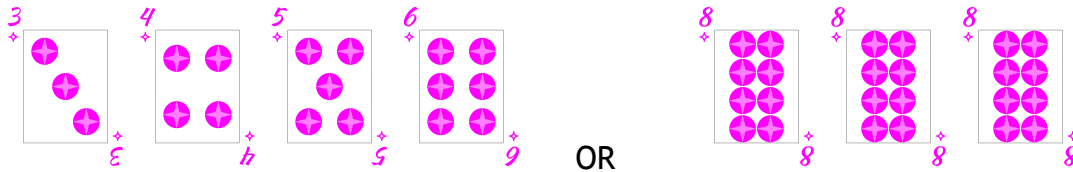
A: Play another game! Usually this is played in matches of 4, 8, or 16 games, with the winner having the highest total score. You can also play for chips, exchanging chips equal to differences in score. Rotate the dealer counterclockwise between games.

The Intermediate Version

Take out all Bonus Cards but add in all cards in the Special Suit, for 180 cards.

Special Suit Cards

Cards in the Special Suit, Magic, follow different rules. First off, they can still form sequences and unities, with those outscoring their Plain Suit counterparts. Examples:



Special Suit Sequence

Length:	3 cards	4 cards	5 cards	6 cards	7 cards	8 cards	9 cards
Score:	15	20	30*	50	75	100	150

Special Suit Exposed Unity: one or more cards were drawn from a discard area

3-Unity:	Of 1~7	Of 8s	Of 9s	4-Unity:	Of 1~7	Of 8s	Of 9s
Score:	25	30†	40	Score:	125	160†	200

Special Suit Concealed Unity: all cards in the unity were drawn from the deck

3-Unity:	Of 1~7	Of 8s	Of 9s	4-Unity:	Of 1~7	Of 8s	Of 9s
Score:	50	60‡	80	Score:	250	320‡	400

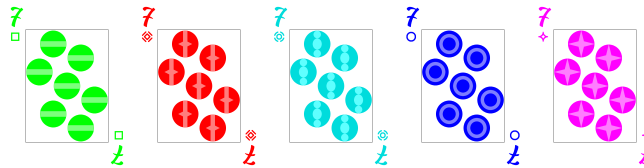
*See the next page for how to handle detailed scoring for Special Suit 5-Sequences.

†Follow a procedure similar to that of 3-Sets of 8s. For now, flip a coin, and if your prediction was correct, score 5 extra points. The Advanced Version will be different.

‡Same as above, except if your prediction was correct, score 10 extra points instead.

However, when it comes to sets, Special Suit cards are restricted in use. They cannot be used to form 3-Sets or 4-Sets. They may only be added to an existing 4-Set, which forms a 5-Set. 5-Sets score double that of 4-Sets, with sets of 8s and 9s scoring more.

5-Set Example and Scores:



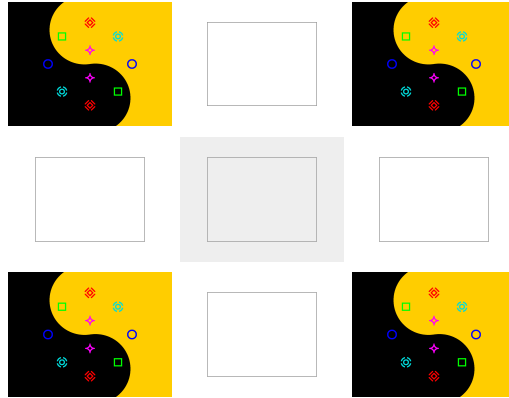
5-Set:	Of 1~7	Of 8s	Of 9s
Score:	40	50	60

Determining the Starting Dealer and Scoring Special Suit 5-Sequences

This procedure, known as a **Duel**, is as follows. Each player draws and reveals a card. Whoever revealed the highest card wins the Duel and is the starting dealer. All Plain Suits are deemed equal, but the Special Suit is deemed highest, meaning that even a 1 of Magic beats a 9 of a Plain Suit. Redraw in case of a tie for dealer. When points are scored at the end of a game, Duel if necessary. All Special Suit 5-Sequences belonging to the winner of the Duel, or to any player tying for the win, score **10 extra points**.

Changes in Deck and Discard Area Layout

From here on out, it is important to arrange the deck and discards in a specific way. The deck should be split into 4 decks of about equal size and placed in the 4 corners. Players should discard cards into their own discard areas, located at the 4 edges. Finally, discarded cards that do not get picked up eventually move to the main discard area, located at the center. Splay the cards in the center so that they all can be seen. This way, all players know who discarded which card, and if any need to be moved.



Changes in Starting a Game

Each player draws a starting hand of 12 cards, as usual, but then the dealer takes an extra card and places it **face down** in the main discard area. Only the dealer can look at it. Once every player has taken a turn, at the start of the dealer's second turn, the dealer flips this card face up to start the main discard area, and may draw or leave it.

Changes in Drawing from Discard Areas

In the Intermediate and Advanced Versions, to draw a card discarded by the previous player, you must wait until every player has taken a turn while that card is still in the previous player's discard area. Once the previous player discards another card, if the original card has not been picked up yet, it is moved to the **main discard area** as an **active discard**. This is when you can draw it. If you choose not to, that card becomes an **inactive discard**, indicated by turning the card crosswise from all the other cards. The bigger twist in the Intermediate and Advanced Versions is that all cards in the players' discard areas are **active discards** and can be picked up! However, to do so, you must be able to use them in a valid meld, either with cards from your hand, other **active discards**, or your other melds. You then place any new melds in front of you. Also, if the new meld is a unity, you may even use the **inactive discards** to form that

unity. However, for sequences and sets, you may only use **active discards**. Finally, if you draw from discards, you forego drawing from the deck this turn, and vice versa.

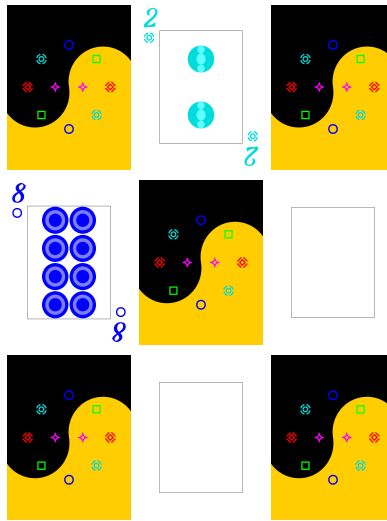
Bumping

If your hand contains an identical pair, and another player discards a third identical card for a unity, you can override players who might pick it up for a sequence or set using a move called **bumping**. You must do this at the moment that card is discarded. To do so, reveal the pair in your hand, and then “bump” the card from the discarder’s discard area into the main discard area as an **inactive discard**. As long as no one goes out before your next turn, you can meld the unity. You may also invoke **bumping** with an already melded 3-Unity when the fourth identical card is discarded. All cards used in **bumping** become exposed, with one exception. If your hand contains a **concealed** 3-Unity, and the fourth identical card is discarded, you may reveal all three cards for a **super-bump**, which scores as **concealed** if someone goes out before your next turn.

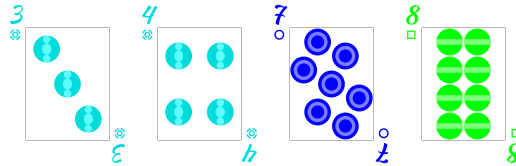
Changes in Going Out

Due to the changes in drawing from discard areas, it is possible to increase your hand size by picking up multiple discards in one turn. Usually this is a good play since more cards lead to more points, but it does make it harder to go out. After drawing, if at least all but 2 cards form melds, you **may** go out and end the game. Note that this is an extension of the previous rule. Again, after drawing, if all your cards form melds, or your 2 unmelded cards are an identical pair, that is **going out fully** and worth +10 points. Also, in the Intermediate and Advanced Versions, if you drew a card from the deck to go out, that is **going out by deck draw** and worth +5 points. In that case, the card drawn does have to contribute to a meld or pair. It cannot be an unmelded card.

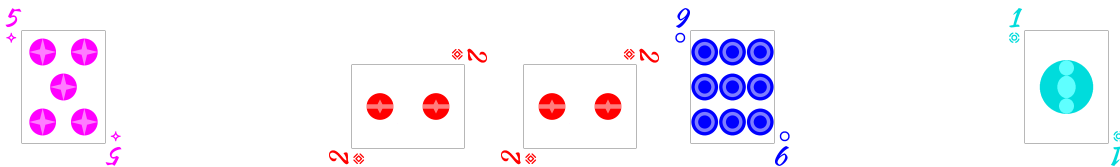
Examples of Picking Up Cards



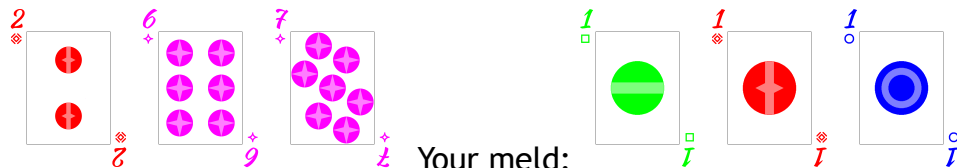
Your hand contains:



You are sitting opposite the dealer and it is your first turn. Here, you may pick up the 2 of Water as it completes a 234 Water sequence. You place the completed sequence in front of you, distinctly behind your discard area, and then choose a card to discard. Although you would like to pick up the 8 of Air as well, you cannot since it cannot be used in a valid meld right now. You have to wait until it enters the main discard area.



Your hand contains:



Your meld:

Here, you may pick up all 5 cards for a so called quintuple play. Can you see why?

Intermediate Version FAQ

Q: Can I draw the card in the main discard area and discard it in the same turn?

A: Yes! In fact, this is common when picking up other cards to increase your hand size.

Q: Can I pick up the card I discarded on my previous turn if I can use it in a meld?

A: Yes! As it is still an active discard, if you suddenly need it now, you can pick it up.

Q: Can I pick up a meld formed entirely of discarded cards?

A: Yes! It means whoever discarded that last card was being foolhardy, but still yes.

Q: Do I have to reveal melds immediately to score them in this version?

A: No. After someone has gone out, you will still be able to reveal your hand and score as normal. You only need to reveal melds when picking up relevant discards.

Q: Can I extend my exposed melds with cards from my hand?

A: Yes, but since you can still do so after someone has gone out, you should usually wait until then to retain flexibility. For example, if you have a 3-Set in hand and some player discards the fourth, you should expose a 3-Set and save the last card in hand.

Q: Can I combine two exposed sequences into a longer sequence if they line up?

A: Yes, but again, you should usually wait until after someone has gone out.

Q: Can I rearrange cards in my exposed melds if they stay melds once I finish?

A: No. Once a meld is exposed, the cards in it are locked and it can only be extended.

Q: Can I treat a group like 789999 as two melds to go out, but score the 4-Unity?

A: No. Even if all cards are concealed in your hand, you may not rearrange melds. You must stick to one interpretation, which is usually the higher scoring one, but not here.

Q: In order to go out fully, can I pick up a player's active discard to form the pair?

A: No. In general, pairs are not melds. You may only pick up the main discard to do so.

The Advanced Version

Use all cards, including Bonus Cards (Void, Plain 0s, Special 0, and DEI), for 192 cards.

Bonus Cards

Bonus Cards are special cards that do not belong to a Plain or Special Suit, or to a number from 1-9. Most of the time, they are set aside in the same area as a player's melds, where they score +5 points per Bonus Card, and a replacement card from the deck is drawn for each Bonus Card set aside. However, under certain conditions, some Bonus Cards can be drawn back into the hand again, potentially really impacting the game. Bonus Cards fall under two categories: **Private Bonus Cards** and **Public Bonus Cards**. **Private Bonus Cards** include Void and Plain 0s, and may be set aside for a replacement card or kept in the hand. **Public Bonus Cards** include Divinity, Eternity, Infinity, and Special 0, and must be set aside as soon as they are drawn. However, the player that just drew a **Public Bonus Card** can choose to either draw the replacement card, or change tack and draw from the discard piles in light of the new Bonus Card.

Changes in Starting a Game

Play starts the same as in the Intermediate Version, except that each player must immediately set aside any **Public Bonus Cards** in the starting hand and draw a replacement card for each card set aside. In addition, if the dealer's face down card is a Bonus Card, whether Public or Private, the dealer must set that aside and replace it with another face down card from the deck, repeating the process as needed until a non-Bonus Card comes up. Bonus Cards set aside by this process belong to the dealer. Finally, in turn order from the dealer, players decide whether to set aside and replace any **Private Bonus Cards**, though the dealer usually waits until the first turn to do so.

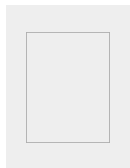
Changes in Ending a Game

The deck now runs out once there are 48 cards left. This is due to the next change.

Changes in Scoring 3-Sets of 8s and Unities of Magic 8s

With the addition of Bonus Cards, a coin is no longer needed to resolve 3-Sets of 8s and unities of Magic 8s. Instead, the bottom 48 cards of the deck are reserved as six packets of eight cards each. When points are scored at the end of a game, for each 3-Set of 8s melded, a player takes one packet of eight cards, reveals it, and adds any Bonus Cards to the same area as a player's melds, where they score +5 points each. For an exposed 3-Unity or 4-Unity of Magic 8s, the process is the exact same, but for a concealed 3-Unity or 4-Unity of Magic 8s, if the packet contains any Bonus Cards, the first Bonus Card, but not any subsequent ones, scores +5 points again, i.e. double. In any case, revealed Bonus Cards may only be used for points, never for their abilities.

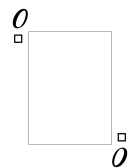
The Private Bonus Cards



Void: There are 4x copies of Void in the game. Like the other Private Bonus Cards, during your turn, **after drawing**, you may set aside a Void in your hand for a replacement card. It then scores +5 points. The other thing you

can do with a Void is keep it in your hand, where it counts as a one card meld, also worth +5 points. This is useful for when you want to reduce your effective hand size to facilitate going out, possibly fully. In practice, Void is set aside most of the time.

Plain 0: There are 4x copies of Plain 0 in the game. Like the other Private Bonus Cards, during your turn, **after drawing**, you may set aside a Plain 0 in your hand for a replacement card. It then scores +5 points, as long as it is unmelded. An unmelded Plain 0 kept in hand scores nothing, since it is not a meld.

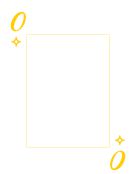


The other thing you can do with a Plain 0 is use it as a 0 of any suit, even Magic, to form sequences. A Plain 0 can go before a 1 in a 012 sequence, or after a 9 in an 890 sequence, but not both, so 901 is not a valid sequence, unless you also have 2345678 in the same suit, in which case the Plain 0 is considered attached to both ends, forming a 10-Sequence which cannot be extended further. A 10-Sequence in a Plain Suit scores **160 points**, and a 10-Sequence in a Special Suit scores **200 points**.

When the Plain 0 is in your hand, there are no restrictions on using it while drawing from the discards to form melds. In contrast, when the Plain 0 is set aside, you can still draw it into your hand to form melds, just with some restrictions. You can always pick up a set aside Plain 0 to extend a sequence that already contains 123 or 789, even if that sequence requires using active discards. However, if the set aside Plain 0 is required to start the sequence, either both the other cards (12 or 89) must be in your hand, or one of them must be in your hand and the other be the main discard. You cannot use other active discards with a set aside Plain 0 to create a 3-Sequence.

The Public Bonus Cards

Each Public Bonus Card is unique in the deck. There are 4 Public Bonus Cards in total.



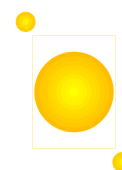
Special 0: Like the other Public Bonus Cards, as soon as you draw it, you must set it aside, but you can then choose between still drawing from the deck or instead drawing from the discards with the Special 0 now in play.

Like the Plain 0s, it can be used as a 0 of any suit, even Magic, to form sequences.

However, in order to pick up the Special 0, **you must be able to go out fully**, but you can still use other discards to help in going out. The restrictions applied to set aside Plain 0s do not apply to the Special 0, so you can always use other active discards.

Finally, when the Special 0 is in play, before drawing from the discards, you may swap the Special 0 that you set aside for another player's set aside Plain 0, or vice versa.

Divinity: Like the other Public Bonus Cards, as soon as you draw it, you must set it aside, but you can then choose between still drawing from the deck or instead drawing from the discards with Divinity now in play. As the



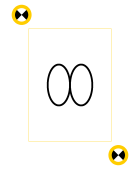
name suggests, Divinity is the most impactful Bonus Card, since it functions as the sole wildcard of the deck, able to represent a card of **any** suit and rank, including Magic and 0. However, its use is different from wildcards in other games. For one, in order to pick up Divinity, **you must be able to go out fully**, but you can still use other discards to help in going out, without additional restrictions. The other difference is that **anyone**, not just the player who set aside Divinity, can pick it up to go out fully, so there is no advantage given to the player who drew Divinity, except for potentially being able to use it first. Also, Divinity cannot be used to form a pair, nor be added to a 10-Sequence, 5-Set, or 4-Unity, since there is no applicable card to represent. If a hand contains only those melds, Divinity can be used to represent Void for 5 points.



Eternity: Like the other Public Bonus Cards, as soon as you draw it, you must set it aside, but you can then choose between still drawing from the deck or instead drawing from the discards with Eternity now in play.

Eternity is a one card meld, worth +5 points, that changes the rules and reactivates inactive discards for **sequences**, in addition to unities. Like Divinity, in order to pick up Eternity, **you must be able to go out fully**, and **anyone**, not just the player who set aside Eternity, can pick it up to go out fully. Once picked up, the player can now use inactive discards to form or extend **sequences**, in order to go out fully.

Infinity: Like the other Public Bonus Cards, as soon as you draw it, you must set it aside, but you can then choose between still drawing from the deck or instead drawing from the discards with Infinity now in play. Infinity is also a one card meld, worth +5 points, that changes the rules and reactivates inactive discards for **sets**, in addition to unities. Like Divinity and Eternity, in order to pick up Infinity, **you must be able to go out fully**, and **anyone**, not just the player who set aside Infinity, can pick it up to go out fully. Once picked up, the player can now use inactive discards to form or extend **sets**, in order to go out fully.



Miscellaneous Extra Rules

Limit: In a single game, the amount of points a player can score is capped at 1,100. This is because a dealer going out on the first turn can score at maximum 1,100 points (four Magic 9s for 400, four Magic 8s for 320, another four identical 9s for 300, all twelve Bonus Cards for 60, one Bonus Card scoring double for an extra 5, going out by deck draw for 5, and going out fully for 10, which totals 1,100). In the unlikely event of a higher score achieved by picking up discards, any extra points over 1,100 are lost.

Going Out by Deck Draw Update: A player who draws one of the Public Bonus Cards from the deck and immediately uses it to go out, provided the player did not pick up any discards or other Bonus Cards, can claim **going out by deck draw** for +5 points.

11+ Aces: On top of sequences, sets, and unities, there is one last type of meld that is most elusive and mythical. If you have 11 or more 1s, of any suit, held in your hand, so drawn from either the deck or main discard, that is a meld automatically worth the limit of 1,100 points, and you can always go out. Divinity can represent the 11th 1 in the meld if and only if you were the one to draw and set it aside, and can go out fully.

Advanced Version FAQ

Q: Can I draw a Void that I set aside earlier back into my hand?

A: No. Void is the only Bonus Card that cannot ever be drawn again once set aside.

Q: What happens if I try to combine two exposed sequences, each with a Plain 0?

A: This is a rare corner case, but you can create the 10-Sequence, and the extra Plain 0 is set aside again. This is the only time a card can detach from an exposed meld.

Q: Can I pick up the Special 0 another player set aside, without trading a Plain 0?

A: No. This is the only Public Bonus Card you cannot freely take from another player.

Q: Can Divinity represent a card I already have a 4-Unity of, just in another meld?

A: Yes! Although there is no physical 5th copy of the card, Divinity can still represent it. This is different from not allowing 5-Unities, since each meld is considered locally.

Q: Do I also score 5 points for Divinity itself when I pick it up to use it in a meld?

A: No. Only the meld itself scores. This is also true for any 0s used in sequences.

Q: When I pick up Divinity to go with a pair in my hand, is the 3-Unity concealed?

A: No. Divinity is considered exposed for unities. It cannot form concealed unities.

Q: Can I pick up Divinity/Eternity/Infinity/Special 0 I just drew if I can go out fully?

A: Yes! This is the reason why you can reconsider after drawing a Public Bonus Card.

Q: When another player picks up my Divinity/Eternity/Infinity, do I lose 5 points?

A: You sure do! Unlike the Voids and 0s, these are a mixed blessing and can be lost.

Q: Can I pick up Eternity/Infinity only to use as a one card meld for going out fully?

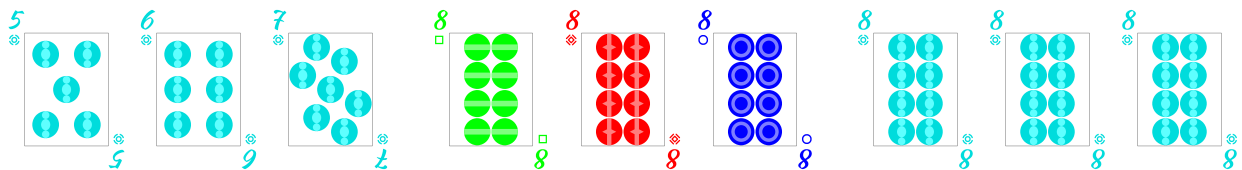
A: Yes! You don't have to pick up any other discards, so long as you can go out fully.

Q: When I go out by deck draw, do I still get Divinity/Eternity/Infinity on the table?

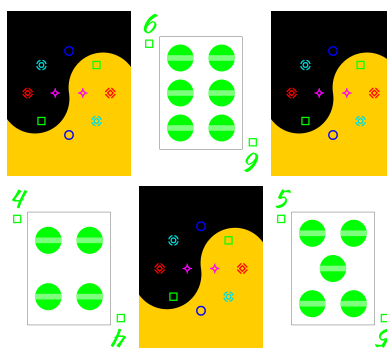
A: No. This is one of the reasons why going out by deck draw is compensated 5 points.

Optional Expert Addition to the Advanced Version

One final rule addition you can play with is a rule that penalizes careless discards. Specifically, if a player discards a card that another player could use to complete or extend a meld, and this is publicly known based on the other player's exposed melds, exposed single cards and pairs, and the current state of the discards, and the other player actually does pick up that discard to use for that meld, then the first player loses points equal to the points gained using the discard based on public knowledge. However, every round, each player has a 10 point buffer before actually losing points.



If the player after you has exposed these melds, and you make the careless discard of the last 8 of Water, if picked up for the sequence you lose 5 points (the difference between a 3-Sequence and a 4-Sequence), if picked up for the set you lose 15 points (note that the assumption is that 3-Sets of 8s etc. do not fetch any Bonus Cards), and if picked up for the unity, which is what will happen in practice, you lose 100 points.



It is your first turn, and the previous player just discarded the 4 of Earth, presumably just drawn from the deck. If you pick up the sequence, that player loses 10 points.

Formal Procedure for Dealing, Drawing, Revealing, and Dueling

Note: These are proper rituals. If you are playing casually, you do not need to follow these procedures and can just set up and play in as convenient a manner as possible.

Dealing: Start by cutting the deck of 192 cards into exactly four quarters of 48 cards each, and placing them at the four corners as usual. Now, before dealing, first isolate the six packets of 8 cards, by combining 2 cards from the bottom of each quarter to form a packet, and repeating that six times, leaving 144 cards in the deck. Finally, to deal, each player receives 6 cards from each of the two closest quarters. The face down card in the center should be taken from the closest quarter on the dealer's left.

Drawing: When drawing from the deck, always draw from the closest quarter on the right hand side. This also applies when replacing Public or Private Bonus Cards, including at the very start of the game, with the sole exception of replacing the face down card. In the extremely unlikely event that the quarter to draw from runs out of cards, draw from the next quarter in counterclockwise order that still has cards.

Revealing: When points are scored at the end of a game, first check if Dueling for Special Suit 5-Sequences is necessary. Afterwards, start by resolving 3-Sets of 8s in counterclockwise order from the dealer, by taking the topmost packet to be revealed. Finally, resolve the unity of Magic 8s if needed by taking the next topmost packet.

Dueling: If Dueling to determine the starting dealer, do so before commencing any of the setup procedures. When points are scored at the end of a game, if at least one player has one or more Special Suit 5-Sequences, Duel by taking cards from the bottommost packet, with the player before the dealer taking the bottommost card, the player across the dealer taking the next bottommost, then the player after the

dealer, and finally the dealer. For added suspense, have players with fewer Special Suit 5-Sequences reveal cards before players with more Special Suit 5-Sequences. If ever a Bonus Card appears when Dueling, set it aside and take the next bottommost card. In the most extreme case you may have to go to the next bottommost packet to resolve the Duel, but no further than that (because there are 12 Bonus Cards, so 16 cards from two packets will always resolve the Duel). Finally, in the unlikely event that packets need to be revealed but were already used for Dueling, any set aside Bonus Cards still go to the owner of the 3-Set of 8s or unity of Magic 8s to be scored.

Ultimate 11+ Aces

This refers to 11+ Aces where every suit contains at least a pair, and the 11th card is either Magic 1 or Divinity. A player who achieves Ultimate 11+ Aces immediately wins the entire match, winning every last chip and reducing everyone else's scores to zero.

Rules for Two or Three Players

For two players, add two dummy players, so that real players sit opposite each other. For three players, add one dummy player that rotates between real players. Start by taking three real turns, then a dummy turn, then alternate between taking four real turns and a dummy turn. On a dummy player's turn, discard the top card of the deck.

Addendum to the Expert Addition to the Advanced Version

When playing with the Expert Addition to the Advanced Version, if there are multiple copies of the same card that you can pick up to create or extend a sequence or a set, you must start by picking up the card discarded by the player with the highest priority as follows, from highest to lowest: 1. Yourself, 2. The player after you, 3. The player across from you, 4. The player before you. The main discard is exempt from this rule.

This is to help prevent penalty points given to a player discarding an identical card. Also, in the Expert Addition to the Advanced Version, unused or half used penalty point buffers count towards tiebreakers at the end of a match. If two or more players tie for the highest score, the winner is the player who has more unused buffer points, calculated for each game as 10 points for an unused buffer, i.e. no penalty points, and 5 points for a half used buffer, i.e. 5 penalty points, and aggregated across all games.

Proxying a Secrets of the Universe Deck

You will need four decks of standard playing cards, including Jokers. Use A-9 of Diamonds to represent the Earth suit, A-9 of Clubs to represent the Fire suit, A-9 of Hearts to represent the Water suit, and A-9 of Spades to represent the Air suit. As for the Magic suit, use JQK of Diamonds to represent Magic 123, JQK of Clubs to represent Magic 456, and JQK of Hearts to represent Magic 789. Finally, for the Bonus Cards, use the four Small Jokers to represent Void, the four Big Jokers to represent Plain 0, the 10 of Spades to represent Special 0, the J of Spades to represent Infinity, the Q of Spades to represent Eternity, and the K of Spades to represent Divinity.

Alternatively, if you are playing the older version, you may use one copy of each of the four 10s to represent the Plain 0s, the J of Spades to represent Special 0, the Q of Spades to represent Infinity, the K of Spades to represent Eternity, and the Big Joker to represent Divinity. The four Small Jokers still represent Void, as usual.

Other Games Played with a Secrets of the Universe Deck

Although this is the main game, it is but one possible game you can play with this 192 card deck. When it comes to other games, you are limited only by your imagination!