

STEP: the Card Game

Premise — Step is a climbing card game like Big 2. Except each person has a token that multiplies the value of the set he plays.

Deck — The 60-card deck has 12 ranks and 5 suits.

Token — There are 6 tokens valued from 5 to 10 points. Pass each player a token starting from the 10-point token downward. The lowest tokens are not used for fewer than 6 players.

Deal — At the beginning of each round, the player with the 10-point token shuffles the deck and deals all cards to every player.

Play — The player with the lowest token value plays the first set. Subsequent players play a set whose points can beat the previous set's points. If you can't or don't want to play a set, you may pass. Continue around the table until all players pass. Then the player who played the last set can play any set. The round ends when one player has no more cards in hand.

Set — A legal set is any number of cards from your hand that follow these patterns: single, pair (2 of a kind), trips (3 of a kind), quads (4 of a kind), quints (5 of a kind), and sequence (run or straight).

Set Points — A set's points is the product of the total value of every card in the set times your token points.

Examples:

- ◆ A single card value of 10 times a 5-point token = $10 * 5 = 50$ point set
- ◆ A pair of 8 times a 9-point token = $2 * 8 * 9 = 144$ point set
- ◆ Quint of 12 times a 10-point token = $5 * 12 * 10 = 600$ point set
- ◆ A run of 3 to 9 times 7-point token = $(3+4+5+6+7+8+9) * 7 = 42 * 7 = 294$ point set
[alternatively, $(3+9) * 7$ (cards in set) / 2 (for sequence) * 7 = 294]

Score — When a round ends, count up all values of all cards in your hand times your token value. The highest score is the biggest loser. The winner gets 0 points. Redistribute the tokens so that the 10-point token goes to the winner of this round, 9-point token to the second lowest score for the round, 8-point token to the third lowest score, and so on until each player has a token. Then start a new round.

Credits — A dream by Xay Voong on 5/22/2014. Card name and deck composition are inspired by KARA, a legendary South Korean girl group.