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DISCARDING: At the discard step, you have two options that will produce a hand you can predict:

1) Discard both remaining cards in your hand and you will draw all the cards left in the deck.

or

2) Hold one card and you will draw all but the known bottom card. If you hold both remaining cards in your hand, you won't be able to access the last two cards in your deck.

SWAPPING: If you're going to swap out your final card with one from your hand, it should be to grab victory by colors (in which case the loss of 10 points is no longer relevant), or it should result in a gain of at least 5 points over your opponent.

For example, if you can play a gToon card with a power that lowers your total points by 5 and your opponent's by 20, that's a good play. With the swap penalty of -10 points, your total loss will be -15 versus your opponent's -20, giving you a net gain of 5 points.



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