

Basic Rummy

The game is best with 2-4 players. Up to 6 can play. Decide the number of deals or target score before playing.

A standard deck of 52 cards is used. Cards rank (low to high):

Ace 2 3 4 5 6 7 8 9 10 Jack Queen King

Deal

Choose the first dealer randomly. Dealers rotate clockwise.

- 2 players: deal each 10 cards
- 3-4 players: deal each 7 cards
- 5-6 players: deal each 6 cards

Deal a card at a time, then one face up to start the discard pile. Put the rest of the deck face down beside it for the stock. Look at and sort your cards.

Play

Get rid of all the cards in your hand. There are three ways to get rid of cards: meld, lay off, or discard.

Melding is putting cards from your hand face up in front of you on the table to stay. You can meld sequences (runs) or groups (sets or books).

- a **run** is 3+ cards of the same suit in order (**club4, club5, club6** or **heart8, heart9, heart10, heartJ**).
- a **set** or **book** is 3-4 cards of the same rank (**club7, heart7, spade7**).

Laying off is adding to a meld on the table. Cards must make another valid meld (to **club4, club5, club6** add **club3** or **club7**). You can't rearrange melds. If **club2, heart2, diamond2, spade2** and **spade3, spade4, spade5** were melded, you can't move **spade2** to the run to lay off **spadeA**.

Discarding is putting a card on the discard pile. You discard at the end of each turn.

Players take turns clockwise starting to the dealer's left. Each turn:

- **Draw.** Take a card from the top of the stock pile or the discard pile. Add it to your hand. The discard pile is face up, so you can see in advance what you're getting. Stock is face down, so you don't see the card until you take it.
- **Meld.** If you have a valid run or set in your hand, you may lay one meld face up on the table in front of you. You can meld only once per turn. Melding is optional; you don't have to just because you can.
- **Lay off.** Also optional. You can add cards to runs or sets previously melded by yourself or others. There's no limit to how many cards you may lay off in a turn.
- **Discard.** At the end of your turn, put a card on the discard pile face up. If you drew from the discard pile, you can't discard the same card, leaving the pile unchanged. You may discard it at a later turn.

If the stockpile runs out and the next player doesn't want the discard, turn the pile over without shuffling for new stock and continue play. *After the stock's exhausted the 2nd time, end play if the next player doesn't want the discard.*

You win a hand by melding, laying off, or discarding all your cards. Getting rid of your last card is called **going out**. When someone goes out, play stops. No more melding or laying off, even if players are holding good cards.

Score

When a player goes out, everyone else adds up the cards left in their hands:

- Face cards (K,Q,J): 10 points each
- Aces: 1 point each
- Number Cards: face value (a six is worth 6 points)

Add the value of all cards in the hands of other players to the winner's score.

If no one goes out, everyone counts the value of their cards. The player with the least points wins. She scores the sum of differences between hers and points in other players' hands: If A has 6; B 15; C 7; D 21, A wins with 25 = (9 + 1 + 15). If players tie, they share winnings equally.

The game continues with more deals until a player reaches the points target decided before the game began or the agreed number of deals is played.

Skull & Roses

Bluffing game for 3-12 players. Deal each player 3 number cards ("roses") and 1 face card ("skull"). Put away the rest of the deck.

1. Start hand

Each player picks a card and places it face down in front of herself.

2. Place card or challenge

Starting with the first player, going clockwise around the table:

- **Place another card** face down on your previous card
- Or **challenge**. A player with no cards in their hand *must* challenge.

3. Challenge: Pass or raise bid

The player who issued the challenge bids the number of cards she intends to flip. Going clockwise, each player must:

- **Raise** the stakes by increasing the previous bid,
- Or **pass** and push their cards to the middle of the table.

Continue til all players but one pass. **High bidder** is the "**challenger**."

4. Reveal

- The challenger **reveals her cards** one at a time, then cards from **the top** of other player's stacks.
- If a **skull is revealed**, the challenger **loses the bet**. Players take cards back. The **challenger loses a card**: the opponent with the skull picks a card from the challenger's hand to discard face down in the middle of the table. If you reveal your own skull, pick a card to discard. When you **lose your last card**, you're **out** of the game.
- If the challenger flips **roses equal to her bid**, the **bet's won**. If you **win your second bet**, you **win the game!**
- **Challenger plays first next round**. If the challenger's out, the player with the skull goes first. Challenger chooses the first player if eliminated by her own skull.

Oh Heck!

3 to 7 people can play. Best with 4 to 6.

Use a standard 52 card deck. Cards in each suit rank (high to low):

A K Q J 10 9 8 7 6 5 4 3 2.

If you only have Uno cards, remove wild cards. Non-number cards (like skip) are worth 0.

Hands

Play the first hand with 7 to 10 cards per player:

- 3 to 5 players, 10 cards each;
- 6 players, 8 cards each;
- 7 players, 7 cards each

Each hand is one card less, down to one card, then one more per hand back to the starting number. **Example**: With 7 players: 7 cards, 6,5,4,3,2,1, then 2,3,4,5,6,7, for 13 hands to the game. A game should take 45 minutes.

Winning

The object is for each player to **bid** the number of tricks he thinks he can take each hand, and take exactly that many; no more, no less. Points are only for making the bid exactly.

The **hook** is at least one player will fail each hand, because the number of tricks bid by players may not equal the number of tricks available that hand.

Deal

Draw cards. Player with the highest card deals first. Dealer rotates clockwise each hand. Deal one card at a time. Turn a card face up on the undealt card stack. Its suit is the **trump suit** for the hand.

Bid

Bidding begins with the player to the left of the dealer, continues clockwise back to the dealer, who bids last. Each bid is the number of tricks the player will try to take. You may not pass, but can bid zero and try to take no tricks. A bid can be changed only if the player to the left has not yet bid. Remember the **hook**: the dealer may not bid the number that would cause the number of tricks bid to equal the number of tricks available; a hand will always be "over-bid" or "under-bid".

Play

Play begins with the player to the dealer's left, who leads the first card. It be any suit (including trump). Play follows clockwise.

- Follow the led suit if you can. If you can take the trick, you have to.
- If you're out of the led suit, you have to trump if you can.
- If you're out of the led suit and trump, play anything.

The player who plays the highest trump card, or if no trump was played, the highest card of the suit led, wins the trick. That player leads the next trick. Continue until all tricks are won.

Scoring

The **scorekeeper** notes each bid and resulting scores on a score sheet.

A player who wins the exact number of tricks bid scores 10 plus the number of tricks bid (10 points for zero tricks, 11 for 1 trick, etc.) Players who take more or fewer tricks than they bid score nothing. The scorekeeper, having written down bids, can simply write a "1" in front of those that were successful and black out those that fail.

Six Card Golf

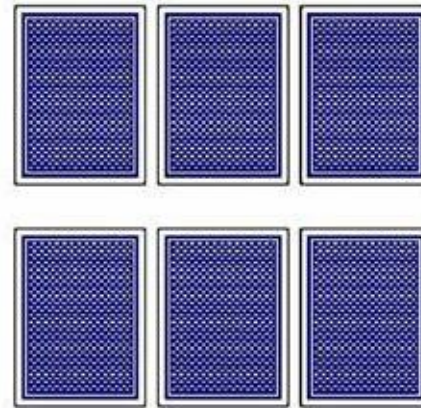
Each player has a layout of cards, initially face down, which can be replaced by new cards drawn from the stock or discard pile. Play 9 or 18 deals or 'holes'. Player with the lowest score wins.

A pair of equal cards in a column scores zero. The main object of the game is to make pairs while keeping unpaired cards as low as possible.

Players, Cards and Deal

2-4 players use a standard 52-card pack. With more than 4 players, add a second pack, and a third pack if more than 8. Deal and play are clockwise.

Deal six cards to each player, one at a time. Arrange them face down in a rectangle in front of each player:



Place undealt cards face-down in the middle of the table for drawing stock. Turn the top card face up and put it beside the stock to start the discard pile. Before play begins, each player turns any two of the cards in his layout face up. Other layout cards may not be looked at until discarded or turned up during play, or scored at the end of the play.

Play

The player to the dealer's left begins. Turns pass clockwise. At your turn, draw the top card of the face-down stock, or draw the top discard. You can use the drawn card to replace any of the six cards of your layout, but if you choose to replace a face-down card you may not look at it before replacing it. Place the new card face-up in your layout. Put the card previously in that position face-up on top of the discard pile. It's the next player's turn.

If you draw a card from the stock and decide that you don't want it in your layout, discard it face-up on the discard pile, and it's the next player's turn. You can't draw the top card of the discard pile and discard it again, leaving the situation unchanged: if you take the discard, you **must** use it to replace a layout card.

Play ends when the last of a player's cards is face up.

Scoring

At the end of play, turn each player's layout of six cards face-up.

- Each ace counts 1 point.
- Each two counts minus two points.
- Each numeral card from 3 to 10 scores face value.
- Each Jack or Queen scores 10 points.
- Each King scores zero points.
- A pair of equal cards in the same column scores zero points for the column (even if the equal cards are twos). The player who has the lowest cumulative score after nine deals wins.

Games to play with cards

