

The Basics:

This game is to be played between two players. The object of the game is to get as many cards in your discard pile as you can. At the end of the game, the player with the largest discard pile wins.

The Set Up:

After shuffling the deck, each player is to be distributed four cards face down. The remaining cards are to be left face down in a stack known as the “draw pile”. After each round, both players are dealt three new cards from the draw pile plus any additional cards earned in the round before it (we’ll get into this a little later).

The Rules:

The rules of this game are quite simple. Each suit is assigned a point value. Spades are worth 4 points, Hearts are worth 3 points, Clubs are worth 2 points, and Diamonds are worth 1 point. With a single exception, the winner of the round is the person who plays the card worth the most points. The round following this, they will be dealt additional cards. The number of additional cards they are to be dealt is calculated by finding the difference between the two suits played. If both players play the same suit, it is a draw and neither player receives additional cards. When a Diamond is played against a Spade, despite being worth less points, the player who played the Diamond wins this round and is to be dealt an additional three cards the following round.

Playing the Game:

Once each player is dealt their cards, they pick one card to play and one card to keep. The card they choose to play is placed face down between the two players. The card they choose to keep is placed face down directly in front of them. The remaining cards in each players’ hand are to be discarded and placed face down in their own discard pile next to each player (this is separate from the communal discard pile). Both played cards

in the middle of the two players are flipped at the same time. Afterwards, the two cards are put off to the side face up in the “communal discard pile”. After the round is complete, each player is dealt three cards to replenish the discarded and played cards, and is then dealt the additional cards they earned in the round before. The game is over when there are not enough cards left in the draw pile to deal both players the three replenishing cards and any additional cards won. When this happens, the remaining cards in the draw pile and each of the players “kept” card from the previous round are placed in the discard pile. Any additional cards earned in the previous round are to be taken from the communal discard pile and put it in their own discard pile. Once this is done, both discard piles are counted. The person with the most cards in their discard pile is deemed the winner.