

Card Game Rules

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Group Card Games

Michigan Rummy

Number of Players & Decks – 3 to 5 players use 2 decks with jokers. 6 or 7 players use 3 decks with jokers.

Object of the Game - The first player that melds and has no cards left in their hand wins that round. All other players add up the values of cards in hand only for that round's score. The person with the lowest total score at the end of the 10 rounds wins the game.

Setup – Pen & paper are needed to keep track of score. Each player is dealt 11 cards. The remaining cards are placed face down in the center of the table, forming a draw pile. The top card of the draw pile is turned face up to start the discard pile next to it.

How to Play – All Jokers and deuces are wild. The player clockwise of the dealer starts the play. During their turn, the player can either pick 1 card from the deck or 1 card from the top of the discard pile. If the player doesn't want the top discard the next player in turn may take it even if it is not their turn.

The player can meld only during their turn. After melding, if there are cards left in their hand, they may add them to melds of their own and other players (if they fit) only on subsequent turns. Each player must discard before going on to the next play.

Values of Cards Left in Hand Only:

Jokers and 2s	-	50	(WILD CARDS)
Aces	-	20	
Face Cards & 10s	-	10	
All Other Cards	-	5	

Rounds: Meld -

<u>1</u>	<u>2 ACEs & 3 of a kind</u>
<u>2</u>	<u>1 run of 4 & 1 set of 3 of a kind</u>
<u>3</u>	<u>2 sets of 3 of a kind</u>
<u>4</u>	<u>2 runs of 4</u>
<u>5</u>	<u>3 sets of 3 of a kind</u>
<u>6</u>	<u>1 run of 4 & 2 sets of 3 of a kind</u>
<u>7</u>	<u>2 runs of 4 & 1 set of 3 of a kind</u>
<u>8</u>	<u>3 runs of 4</u>
<u>9</u>	<u>1 run of 6 & 1 run of 5</u>
<u>10</u>	<u>1 run of 7 & 1 set of 3 of a kind</u>

At least 1 card in any sequence must be natural - the rest can be wild for the initial meld.

Crazy Eights

Number of Players & Decks – 2 or more players & 1 deck of cards with the jokers removed.

Object of the Game - The first player to discard all of his cards wins the round and the person who wins the most rounds wins the game.

Setup - Each player is dealt eight cards. The remaining cards are placed face down in the center of the table, forming a draw pile. The top card of the draw pile is turned face up to start the discard pile next to it. If the turned over card is a 2 or an 8, then the card goes back into the pile, and another card is drawn from the top.

How to Play – The person clockwise of the dealer player adds to the discard pile by playing one card that matches the top card on the discard pile either by suit or by rank (i.e. 6, jack, ace, etc.).

A player who cannot match the top card on the discard pile by suit or rank must continue to draw cards until he can play one. When the draw pile is empty, the player who cannot add to the discard pile must shuffle the discard pile and continue to draw until they can play.

When a player lays down a 2, the next person must either draw 2 cards or lay down another 2. If the second player lays down another 2 then the next person after them must either draw 4 or lay down another 2 and so it continues.

All 8s are wild and can be played on any card during a player's turn except when a 2 is in play. When a player lays down an 8, they choose which suit is now in play. The next player must play either a card of that suit or another eight.

When the player only has one card left in their hand they must say “Last Card” or they will be unable to go out on the next hand.

After the first hand of which 8 cards are dealt, 1 less card is dealt for each subsequent round. This is continued until only 1 card is dealt, then 1 more card is added back into the deal for each round until 8 cards are dealt once again. The player who wins the most out of the 15 possible rounds wins the game.

Golf

Number of Players & Decks – 2 or more players & at least 2 decks of cards with the jokers included.

Object of the Game – The player with the lowest score after 9 rounds, wins the game.

Setup – Pen & paper are needed to keep track of score. Shuffle the cards and deal out 9 cards FACE DOWN to each player. Each player arranges their cards into a 3x3 grid (face down) in front of them. Put the rest of the cards in a pile in the center of the table and flip over the top card to start the discard pile. Before play begins, each player must turn any 3 of their cards face up.

How to Play – The player to the dealer's left must either pick up a card from the discard pile or from the top of the deck. The drawn card may either be swapped for one of that player's 9 cards, or discarded. If the card is swapped for one of the face down cards, the card swapped in remains face up and if it is discarded, one of the player's face down cards must be turned face up. The round ends when all of a player's cards are face-up.

Scoring:

Jokers are minus 2 points.

Ace is 1 point.

2 through 10 are face value.

Jack or Queen is 10 points.

King is 0 points.

If a player gets 3 of the same card (e.g. 3 tens) in a row, horizontal, vertical, or diagonal, the player may throw away those 3 cards and they won't count against him.

Hand and Foot

Number of Players & Decks – 2 or more players & 1 deck of cards per person with the jokers left in.

Object of the Game – To be the first player to get rid of all their cards, their 'Hand' first, and then their 'Foot'.

Setup – Pen & paper are needed to keep track of score. The game is typically played by four players in two partnerships of two players each, although it can also be played with numbers of players ranging from two to eight, individually or in partnerships.

Each player is dealt 11 cards each. The first set of 11 cards is called a 'Hand'. The 'Hand' can be picked up and examined by each player.

Each player is then dealt a second set of 11 cards. This second set of dealt cards is called the 'Foot', which is played when the 'Hand' has been used up, and is kept face-down.

Now, each player has two sets of cards, one set that he has seen, and another set that is kept face-down. The remainder of the cards are to be kept in the center of the table and are called the 'Stock'. The topmost card of the Stock pile is turned face-up as a discard pile. If it turns out to be a red Three, a Deuce, or a Joker, then this card goes back into the pile, and another card is drawn from the top.

How to Play – The person to the left of the dealer begins the game. With their Hand deck, the player must draw 2 cards from the stack and add it to their Hand deck. Then, they get to discard 1 card from the Hand deck into a discard pile. The discard pile may only be taken by a player having a natural pair matching the upcard, or if they're able to add the upcard to an existing meld.

The objective is to get rid of all the cards from your 'Hand', and then 'Foot' by melding them. A Meld is a set or run of 3 - 7 cards regardless of suit that are placed face-up. A meld cannot have less than three cards or more than seven cards. A Meld belongs to a team, not an individual player. After a Meld of three or more cards starts, more cards can be added to it until there are seven cards in the pile.

You can meld cards of any rank starting at 4,5,6...all the way up to Queen, King, Ace. Deuces and Jokers are wild cards and can be used in melds, as long as there are at least twice as many real cards. A meld can contain a total of 2 wild cards at most. You cannot meld wild cards alone. Red and black threes cannot be used in melds.

There are typically 4 rounds played and each round requires a minimum score for the initial meld of each player. More than one meld can be played to meet the minimum point requirements.

Round 1 - 50 points

Round 2 - 90 points

Round 3 - 120 points

Round 4 - 150 points

When a meld has seven cards in a pile it then becomes a 'Closed Pile' or 'Book'. If you complete a pile, you can start another meld of the same rank.

There are two types of melds.

- 1. A Clean (Natural) Meld has no wild cards and may become a Red Pile.
- 2. A Dirty (Wild) Meld has wild cards and may become a Black Pile.

While melds are laid out face up for everyone to see, completed piles are stacked up and the card placed on top shows the type of book for easy scoring at the end of the round – a red card for a Red Pile, a black card for a Black Pile.

When a player lays down the last card in their Hand, they can pick up their Foot. If they pick it up before they discard, they can continue playing cards from their foot. If it is after they discard, they must wait until the next round to play those cards.

You score points for cards you have melded and for each Book. If you did not go out, you lose points for any cards left in your Hand and/or Foot at the end of the play. The round ends when someone gets rid of all the cards in their Hand and Foot, by melding/booking or by discarding them. In order to go out, you must completely meld your Foot and Hand AND have at least one Red Book and one Black Book.

Scoring:

Every clean pile is worth 500 points.

Every dirty pile is worth 300 points.

Every card that has been melded on the table is also added to the player's score.

Every card that is still in the players Hand or Foot is subtracted from the player's score.

Jokers = 50 points (Wild Card)

Deuces = 20 points (Wild Card)

Aces = 20 points

Eight through King (8-K) = 10 points

Four through Seven (4-7) = 5 points

Black 3 = Negative 5 points

Red 3 = Negative 300 points

Hearts

Number of Players & Decks – 3, 4, or 5 players & 1 deck of cards with the jokers removed.

Object of the Game - The object is to avoid scoring points. The game ends when someone reaches or goes over 100 points, and the winner is the player with the lowest score at this point. This game is very similar to Spades.

Setup - Pen & paper are needed to keep track of score. Each heart is worth 1 point and the queen of spades is worth 13 points.

In a four-player game, each player is dealt 13 cards; in a three-player game, the 2 of diamonds should be removed, and each player gets 17 cards; in a five-player game, the 2 of diamonds and 2 of clubs should be removed so that each player will get 10 cards.

After all the cards are dealt, each player picks three of the worst cards from their hand and passes them face down to the player on their left. High hearts and the queen of spades are typically good cards to get rid of.

How to Play – Play begins with the person to the left of the dealer. The player holding the 2 of clubs after the pass makes the opening lead. If the 2 has been removed for the three handed game, then the 3 of clubs is led. Each player plays one card and must follow the suit of the card that is led. The person who plays the highest card of the lead suit collects the trick, places it face down next to them, and starts the next trick.

If a player has no cards of that suit, they may get rid of whatever card they choose. The exception is that on the first trick a player cannot play a Heart or the Queen of Spades, even if they don't have any Clubs. Hearts may not be led until a heart or the queen of spades has been discarded outside of the first trick, this is known as breaking or broken hearts. Unlike hearts, the queen can be led at any time.

When all the cards have been played, the points are tallied, the cards are shuffled, and another hand begins.

If a player is able to get all of the Hearts and the Queen of Spades at the end of the hand this is known as "Shooting the Moon". This is a very difficult and dangerous move but if pulled off successfully typically the winner will get 0 points while all of the other players will get 26 points added to their scores.

Spades

Number of Players & Decks – 4 players & 1 deck of cards with the jokers removed.

Object of the Game - To win the number of tricks that your side bids. This game is very similar to Hearts.

Setup - Pen & paper are needed to keep track of score. At the beginning of the game the 4 players are split into 2 teams of 2 and the 2 members will sit across from each other. Teams aren't necessary but are very common.

After the deck is shuffled, each player is dealt 13 cards. Next, the players will take a look at their hand and bid on how many tricks their team will win. The maximum number of bids that can be won is 13. Normally, the more high cards you have the more bids you will win.

How to Play – The person to the left of the dealer puts down a card and each player must follow the suit of the card that is led. The person who plays the highest card of the lead suit collects the trick, places it face down next to them, and starts the next trick. If a player has no cards in the lead suit, they may either play a spade/trump or discard another suit.

Ace is high and Spades are trump that are higher ranked than any other suit. For example: A 2 of Spades would beat an Ace of Hearts. A spade cannot be played on the first trick and also cannot be led until they've been played on a previous hand. This is known as breaking/broken spades.

When all the cards have been played, the bids are tallied, the cards are shuffled, and another hand begins.

Scoring - Most games are played until someone reaches 500 points.

For making the contract (the number of tricks bid), the player scores 10 points for each trick bid, plus 1 point for each overtrick. For example, if the player's bid is Seven and he makes seven tricks, the score would be 70. If the bid was Five and the player won eight tricks, the score would be 53 points: 50 points for the bid, and 3 points for the three overtricks.

If the player "breaks contract," that is, if he takes fewer than the number of tricks bid, the score is 0. For example, if a player bids Four and wins only three tricks, no points are awarded.

If someone bids 0 tricks and they don't take a single trick they will get 100 points but if they fail to make the nil bid then they go negative 100 points.

Gin Rummy (Also known as Gin)

Number of Players & Decks - 2 players & 1 deck of cards with the jokers removed.

Object of the Game - The object of the game is to score the highest number of points by laying all of your cards on the table before your opponent does. To do this, collect in your hand "melds" of three or more suited,

sequential cards, like the 8, 9, and 10 of hearts, or three or more cards of the same rank, like three 7s or three jacks. Ace is always low and cannot go around the corner, like Queen, King, Ace, Two.

Setup - Pen & paper are needed to keep score. Each player draws a card from the deck, the player who draws the highest card is the dealer. The deck is reshuffled and the dealer will deal out 10 cards to each player and the remaining cards will be dealt face down to create the “stock” with the top card turned over to create the discard pile.

How to Play – The player to the left of the dealer goes first by taking either the top card from the discard pile or the top card from the stock, so they momentarily have 11 cards in their hand. Then, they discard an unwanted card, placing it faceup on the discard pile. Continue the game with the players taking turns, each drawing and discarding.

The first player to have enough melds puts them all faceup on the table, discards the final card in the discard pile, and calls out "Gin!" Their score is the total of the cards still in their opponent's hand, plus a 20 point bonus.

Instead of going Gin, you also have the option to Knock. To Knock is to lay down your cards before another player as long as the cards you have in your hand that aren't part of any melds (known as deadwood) do not add up to more than 10 points. After laying down your cards the other players attempt to add on to your melds with their cards. The other players then add up the value of the cards they couldn't play on to yours (also known as deadwood). If the other player's deadwood value is higher than yours then you get the difference and a 20 point bonus. If the other player's deadwood value is less than or equal to yours then they get the difference and a 20 point bonus for undercutting the person who laid down.

Continue the game, alternating dealing, until one player reaches 100 points, or any score both players agreed to beforehand.

Aces are worth 1 point, face cards are worth 10, and numbered cards are counted at face value.

Rummy

Number of Players & Decks - 2 to 4 players use 1 deck of cards with the jokers included. 5 to 6 players use 2 decks of cards with the jokers included.

Object of the Game - The objective is to be the first to get rid of all your cards, by creating *melds*, which can either be *sets*, three or four cards of the same rank, e.g. ♥8♠8♦8, or *runs*, which are three or more cards of the same suit in a sequence, e.g. ♥A♥2♥3. Aces are low, and sequences cannot wrap around, e.g. ♥Q♥K♥A♥2.

Setup - Pen & paper are needed to keep score. The deck is shuffled and the dealer will deal out 10 cards for 2 players, 7 cards for 3 to 4 players, and 6 cards for 5 to 6 players. The remaining cards will be dealt face down in the middle of the table to create the stock/draw pile with the top card turned over to create the discard pile.

How to Play – The player to the left of the dealer goes first by taking either the top card from the discard pile or the top card from the stock pile and add it to their hand.

Players may play any “meld” from their hand onto the table. Melds can be either “sets”, which are three or four of a kind or “runs”, which are or a sequence of three or more cards of the same suit.

Players may also add one or more cards from their hand to any existing meld already in play on the table. All melds can be used by anyone once they are played. This is called “laying off” your cards, and you may always lay off your cards during your turn.

Examples: You may add a 4th three to set of 3 3's or add an A to a run of 2,3, and 4

You end your turn by discarding one card to the discard pile, but you cannot discard the same card you drew from the discard pile back to the discard pile that same round that you drew it.

If the stock/draw pile is depleted, then turn over (but do not shuffle) the discard pile, it is now the new stockpile. You win the game by using all of the cards in your hand. This can be done any way you are able, including having the last card discarded at the end of your turn.

When you win the round then your opponent's remaining cards are taken as bounty. Jokers are worth 15, face cards are worth 10 points each, numbered cards are worth their numbered value, and aces are worth 1. Total value from all opponents is added to the winners score.

Rummy 500

Number of Players & Decks - 2 to 4 players use 1 deck of cards with the jokers included. 5 to 8 players use 2 decks of cards with the jokers included.

Object of the Game - The objective is to be the first player to get to 500 points and to get rid of all their cards, by creating *melds*, which can either be *sets*, three or four cards of the same rank, e.g. ♥8♠8♦8, or *runs*, which are three or more cards of the same suit in a sequence, e.g. ♥A♥2♥3. Aces can be high or low but sequences cannot wrap around, e.g. ♥Q♥K♥A♥2.

Setup - Pen & paper are needed to keep score. The deck is shuffled and the dealer will deal out 13 cards for 2 players and 7 cards for 3 or more players. The remaining cards will be dealt face down in the middle of the table to create the stock/draw pile with the top card turned over to create the discard pile.

How to Play – The player to the left of the dealer goes first by taking either the top card from the discard pile or the top card from the stock pile and add it to their hand.

Players may play any “meld” from their hand onto the table. Melds can be either “sets”, which are three or four of a kind or “runs”, which are or a sequence of three or more cards of the same suit.

Players may also add one or more cards from their hand to any existing meld already in play on the table. All melds can be used by anyone once they are played. This is called “laying off” your cards, and you may always lay off your cards during your turn.

Examples: You may add a 4th three to set of 3 3's or add an A to a run of 2,3, and 4

You end your turn by discarding one card to the discard pile, but you cannot discard the same card you drew from the discard pile back to the discard pile that same round that you drew it.

As opposed to normal Rummy, a player may draw from to the top card of the stock, the top card of the discard pile, as well as any card below the top discard.

There are two conditions that must be met when drawing a card from below the top card in a discard pile: 1) the player must take all the cards above the selected card and 2) the drawn card must immediately be used, either by laying it down in a set/run or by laying it down for a set/run already on the table. The remaining cards taken with the discard may be melded in the same turn or simply added to the player's hand.

The round is over when the stock/draw pile is depleted or when a player uses all of the cards in their hand. Scoring is also done differently than normal Rummy, when the round is over points are calculated for each

player by adding up that player's cards on the table and subtracting that amount from whatever was left over in the player's hand.

Face cards are worth 10 points each, numbered cards are worth their numbered value, and Jokers as well as Aces are worth 15.

Children's Card Games

Go Fish

Number of Players & Decks – 2 or more players & 1 deck of cards with the jokers removed.

Object of the Game - Once a player collects a set of all four cards of the same rank, they place them face down on the table. The game continues until a player is out of cards or the stock deck is gone. The player with the most sets is the winner.

Setup - Deal 5 cards face down to each player. If playing with only 2 players deal 7 cards to each. Place the remaining cards in a stack face down between the players.

How to Play – The player to the left of the dealer starts by asking another player for a specific card. For example, they would ask another player "Do you have a seven?". The player asking must already hold at least one card of the requested rank, in this case the seven. If the player who was asked has cards of the requested rank they must give all of them to the person who asked for them. That player then gets another turn. They may now ask any player for any rank card as long as they hold at least one card of that rank.

If the person asked does not have any of the cards asked for, they will say "Go Fish!". The person who asked then draws a card from the top of the deck. If the card is of the rank asked for they show it to the other players and receive another turn. If it is not a card of the requested rank they keep the card and it is now the turn of the person who said "Go Fish!".

War

Number of Players & Decks - 2 players & 1 deck of cards with the jokers removed.

Object of the Game - The player that captures all the cards is the winner. To shorten the length of play some people choose to end the game after three "wars" are won.

Setup - Shuffle the cards and deal the cards out equally between the players. Each player should have 26 cards each. Each player will place their cards face down in a stack in front of them.

How to Play – Players turn over the top card of their deck and present it for "battle". Cards are ranked from 2 (lowest) to Ace (highest). Whoever turned over the higher valued card "captures" the opponents card and adds both cards face down to the bottom of their deck. Both players turn over the next card and the play continues.

If both players present cards of equal value they both lay down four cards. The first three cards are placed face down while the fourth is placed face up. The player whose fourth card is the highest captures all ten cards. If the fourth cards are equal the process is repeated until someone wins.

Old Maid (Can also be called The Superhero, The Princess, or The Secret Spy)

Number of Players & Decks - 2 or more players & 1 deck of cards (with a Joker added, or with one card removed to serve as the Old Maid) or an Old Maid deck.

Object of the Game - Each player is trying to get rid of their cards as fast as possible. The player left holding the unmatched card, the Old Maid, loses.

Setup - Before dealing, players must decide whether or not to add a card (like a Joker or a card from an identical deck) or to subtract a card (typically the Queen of Clubs) to serve as the Old Maid. Shuffle, and deal out all the cards. Players sort through their cards, making as many pairs as possible, and placing these pairs face-up on the table in front of them.

How to Play – Starting with the player to the left of the dealer, each player takes a turn fanning out their hands so that the player to their left can draw one card. The player picking a card must not be allowed to see the player's hand from which they are drawing. Play continues in this fashion so that the player who drew a card will be the one presenting their hand to next player during the next turn and so on. As players make pairs in their hand, they discard them immediately onto the table until one player is left with the Old Maid.

Memory (Also known as Concentration or Pairs)

Number of Players & Decks - 2 or more players & 1 deck of cards with the jokers removed.

Object of the Game - Turn over more pairs of matching cards than your opponent.

Setup - Shuffle the cards and lay them out face down in rows forming a large rectangle on the table or floor. Make sure the cards are not touching each other. They need to be able to be flipped over without disturbing any cards around them.

How to Play – Each player takes turns flipping two cards face-up — if they are of the same number or type, then that player wins the pair and gets another turn. If the cards are not of the same number or face value, they are turned back facedown and it becomes the next player's turn to pick two cards. The game continues until players have picked up all the pairs; the winner is the player with the most pairs.

Egyptian Rat Screw

Number of Players & Decks - 2 or more players & 1 deck of cards with the Jokers removed.

Object of the Game - The person who collects all 52 cards wins the game. This game is very similar to Slapjack.

Setup - Shuffle the cards and deal out the cards as evenly as possible between all the players. Without looking, players take their cards and form them into a neat pile facedown.

How to Play – Starting with the player to the left of the dealer, each player quickly places the top card from his stack onto the middle of the table face up. When a non-face card is played nothing happens and the next player puts down a card. However, when a Jack, Queen, King, or Ace is played, then certain rules go into effect.

If an Ace is played the next player has 4 chances to play a face card or an ace

If a King is played the next player has 3 chances to play a face card or an ace

If a Queen is played the next player has 2 chances to play a face card or an ace

If a Jack is played the next player has 1 chance to play a face card or an ace

If no face card or ace is played then the middle pile is taken by the last player to play a face card or an ace and the cards are added to the bottom of the player's card stack.

Slapping - If during the game any of the following card combinations are played into the middle, the pile can be slapped by any of the players at any time, and the cards in the middle go to the first player to slap them.

- Doubles: Matching cards are played back to back
- Sandwich: Matching cards are played with only one card in between them. For example, a 4, 8, 4 is played.
- Top Bottom: If the top card of the middle pile matches the bottom card of the pile.
- Sequence of 4: If a sequence of 4 is played in a row. For example, a 4, 5, 6, 7 is played, or a 9, 8, 7, 6 is played.
- Marriage: If a king and queen are played back to back.

Before the game, other card combinations to be slapped can be agreed upon.

If a card is played on top of a combination that could have been slapped, the chance to slap the pile is missed and play continues. If a player mistakenly slaps the pile, the player must put 2 cards on the bottom of the middle pile as a penalty. When a player is out of cards, they are not out of the game, they can still slap the pile to win back cards. If a player mistakenly slaps the pile with no cards, he/she is out of the game.

Slapjack

Number of Players & Decks - 2 or more players & 1 deck of cards with the Jokers removed.

Object of the Game - The person who collects all the cards wins the game. This game is very similar to Egyptian Rat Screw.

Setup - Deal the cards as evenly as possible. Without looking, players take their cards and form them into a neat pile facedown.

How to Play – Starting with the player to the left of the dealer, each player quickly places the top card from his stack onto the middle of the table. Cards will start to stack up there. The middle cards don't need to be neatly stacked. It is more important that the game moves quickly from player to player. Players continue to play cards and keep a watchful eye on the middle stack. When a Jack is played, the first player to slap the card wins the entire pile.

Players who have no more cards left to play (or players late joining the game) may try to slap their way back in. If they slap a Jack first, they collect the pile and start playing again. If a player incorrectly slaps the pile when it is not a Jack, he must pay a penalty card, facedown, to the player who played the card.

If the game is taking too long, you can set a time limit and count cards to determine a winner when time expires.

If this game seems too simple or the players start losing interest, throw in some challenges. One popular variation is to have each player "count" as he plays a card. The first player says "Ace," the next says "two," and so on up to "King." If the card played matches what the player said, then the first person to slap wins the pile.

Spoons

Number of Players & Decks - 3 or more players & 1 deck of cards with the Jokers removed.

Object of the Game - The object of the game is to not be the only player without a spoon when the round ends. Players can grab a spoon when they either have a 4-of-a-kind in their hand or once the first spoon has been taken.

Setup - Several spoons are laid down in the middle of the playing area. You will need one fewer spoon than you have people playing (so if you have 8 people playing, you will need 7 spoons). The deck is shuffled and each player is dealt 4 cards. The rest of the cards form a stack next to the dealer.

How to Play – The dealer takes a card from the deck and places it into his hand. He or she decides whether to keep this card or not. He or she quickly discards one card from his hand and passes it, face down, to the next person in the circle (in clockwise order). Instead of passing a card to the dealer, the last person in the circle puts a card in the discard pile and the dealer starts the process all over again.

The goal is to try and get 4 of a kind, like 4 Aces or 4 7s. Once a person gets 4 of the same rank of card, he or she is now eligible to grab a spoon from the middle. Once anyone takes a spoon from the middle, the rest of the players can now grab a spoon, even if they don't yet have four of a kind. In order not to lose, you must grab a spoon in time. The last player (the one who was not successful in getting a spoon) loses and must leave the circle. Decrease the number of spoons by one and repeat this process until there is only one winner left. If a player mistakenly grabs a spoon without a player having a 4-of-a-kind, the player is out.

Single Player Card Games

Klondike (Also known as Solitaire)

Number of Players & Decks - 1 player & 1 deck of cards with the jokers removed.

Object of the Game - Move all the cards to the 4 foundations.

Setup - Twenty-eight cards are dealt from the deck into seven tableau piles with the number of cards per pile increasing from one to seven from left to right. The top card of each tableau is face up, the rest are face down. For example, the first pile on the left will consist of a single card face up. The second pile will be two cards, one face down and then another face up. The third pile should have two cards face down and one face up. This pattern continues for all seven tableau piles.

You will need to leave room at the top of the playing surface to create four foundations for the 4 suits. These foundation piles will be created when an Ace becomes available to put on one of the 4 foundations and will be built upon it in ascending order with cards of the same suit from Ace to King.

The remaining cards are placed in the upper left hand corner and will become your draw pile.

How to Play – Top cards of the tableau piles and the draw pile are available for play.

Look at the tableaus to see if you have an Ace showing. If so use it to start a foundation. Move cards from one tableau to another by arranging them in descending order and with alternating colors. For example, move a black 5 onto a red 6 or a red Queen onto a black King. When you remove the last face up card from a tableau pile flip over the top face down card making it the new face up card.

Flip over cards from the draw stack (either 1 or 3 at a time to increase difficulty) when there are no longer cards to play on the tableaus. After you have drawn every card from the draw stack, flip the stack back over and keep drawing until you can't play anymore.

It is normally a good idea to move cards to the foundations as soon as possible.

The game is won when all the cards are moved into the 4 foundations.

Spider Solitaire

Number of Players & Decks - 1 player & 2 decks of cards with the jokers removed.

Object of the Game - The objective of the game is to order all the cards in descending order from King down to Ace in the same suit. Once a run has been completed, for example King of clubs all the way down to Ace of clubs, then the whole run can be removed from the table. Once the table is completely empty the game has been won.

Setup - At the beginning 54 of the cards are divided between 10 tableaus, the first 4 tableaus have 6 cards each, while the other 6 tableaus have 5 cards each. The top card of each tableau is turned face up, the others are face down. The remaining 50 cards are placed in a Stock and put to the side.

How to Play – Players can arrange cards by placing groups of lower ranked cards on top of higher ranked cards regardless of suit, however it is a good idea to try and keep cards together in the same suit when

possible. Only cards that are a part of a run at the bottom of a tableau can be moved. When a face down card is revealed it can be flipped over for the player to use. If an entire tableau column is removed any card or run of cards can be placed on the empty space. A King/King run can only be moved to an empty space and no card/run can be put on an Ace.

When all possible moves are made, ten more cards, one to each tableau pile, can be dealt from the Stock pile for a total of five times.

Freecell Solitaire

Number of Players & Decks - 1 player & 1 deck of cards with the jokers removed.

Object of the Game - Move all the cards to one of the 4 foundation/homecells piles in ascending order from Ace to King in the same suit.

Setup - All the cards are dealt face up in 8 columns. The first 4 columns have 7 cards each and the last 4 columns are dealt 6 cards each.

How to Play – Players can only move one card at a time. The top of card of each tableau can be moved to one of the 4 empty free spaces known as freecells or to another tableau if it will form a descending sequence of alternating colors, e.g. 6 of hearts on 7 of clubs or the Queen of spades on the King of diamonds just like in Klondike. Empty spaces in the Tableau can be filled by any card you like, just like a freecell. Unlike Spider or Klondike, just about every Freecell game is solvable.

Yukon Solitaire

Number of Players & Decks - 1 player & 1 deck of cards with the jokers removed.

Object of the Game - Move all the cards to the 4 foundations.

Setup - The setup and play is very similar to Klondike. Twenty-eight cards are dealt from the deck into seven tableau piles with the number of cards per pile increasing from one to seven from left to right. The top card of each tableau is face up, the rest are face down. The remaining 24 cards should also be distributed face up across the 6 far right columns.

You will need to leave room at the top of the playing surface to create four foundations for the 4 suits. These foundation piles will be created when an Ace becomes available to put on one of the 4 foundations and will be built upon it in ascending order with cards of the same suit from Ace to King.

How to Play – Any face up card, no matter how deep it is in a column, may be moved to another column if it creates a descending sequence of alternating colors, e.g. 10 of diamonds on the Jack of clubs or the Queen of spades on the King of hearts. All the covering cards are moved with it as a unit and don't have to be in sequence. As long as the join between the two columns makes a descending sequence of alternating colors then the move is valid. As each Ace becomes available it may be transferred to one of the four foundations to the top of the tableau. The foundations are built up in ascending suit sequence to the King. Empty tableau columns can only be filled by a King or a group of cards headed by a King. As soon as a face down card is exposed, it is turned over making it available for play. It's important that you release the face down cards as soon as possible.

Pyramid Solitaire

Number of Players & Decks - 1 player & 1 deck of cards with the jokers removed.

Object of the Game - The object of the game is to clear away all the cards off the tableau by matching two cards that add up to a total of 13.

Setup - The tableau is created by dealing cards face up in the form of a triangle, with seven rows increasing from one card in the first row to seven cards in the last row. Each row should overlap the previous one. The pyramid should include a total of 28 cards when complete. The remaining 24 cards are set on the table face up to form the draw pile.

How to Play – Only uncovered cards in the pyramid, the top card from the draw pile, and each card moved from the draw pile to the staging area/talon is available for play. Select pairs of cards that total 13 and remove them from the field of play. For example: 7 and 6 as well as 3 and 10. Aces are worth 1, Jacks are worth 11, and Queens are worth 12. Kings are worth 13 and don't require a second card to be removed.

Golf Solitaire

Number of Players & Decks - 1 player & 1 deck of cards with the jokers removed.

Object of the Game - The object of the game is to remove all the cards from the field by playing them in either ascending or descending sequence on top of the waste pile, just like Tripeaks Solitaire.

Setup - Shuffle the deck and lay down 7 columns with 5 cards in each column. The top cards should slightly overlap the bottom ones and be laid down face up. The rest of the cards will be placed face down to form the draw pile. Turn over one card from the draw pile to create a waste pile.

How to Play – Move face up cards from the columns to the waste pile one at a time in either ascending or descending order regardless of color or suit if it is one rank higher or lower. For example: King, Queen, King, Ace, Two, Ace, Two, Three. As overlapped cards are removed from the tableau, the face down cards can be turned over and become available for play. If you run out of options you can draw another card from the draw pile/stock. If there are no more cards available in the draw pile and the tableau still has cards that need to be removed then the game is over.

Tripeaks Solitaire

Number of Players & Decks - 1 player & 1 deck of cards with the jokers removed.

Object of the Game - The object of the game is to remove all the cards from the field by playing them in either ascending or descending sequence on top of the waste pile, just like Golf Solitaire.

Setup - Shuffle the deck and lay out 28 cards in a four-row pattern that resembles a three-peaked mountain range. Lay three cards face down in the top row, leaving space for two cards between each pair. Lay 6 more pairs of cards face down, overlapping the 3 cards you laid down before. The next row will have 3 more cards for each peak for a total of 9 cards in the third row that slightly overlap the second row. The last row will be laid

down face up this time with each peak overlapping each other at the bottom for a total of 10 cards on the bottom row. The rest of the cards will be placed face down to form the draw pile. Turn over one card from the draw pile to create a waste pile.

How to Play – Move face up cards from the tri-peak field to the waste pile one at a time in either ascending or descending order regardless of color or suit if it is one rank higher or lower. For example: King, Queen, King, Ace, Two, Ace, Two, Three. As overlapped cards are removed from the pyramids, the face down cards can be turned over and become available for play. If you run out of options you can draw another card from the draw pile/stock. If there are no more cards available in the draw pile and the pyramids still have cards that need to be removed then the game is over.

Gambling Card Games

Blackjack (Also known as 21)

Number of Players & Decks - 2 or more players & 1 or more deck of cards with the jokers removed.

Object of the Game - Every player who beats the dealer is a winner, regardless of what the other players have.

Setup - Someone must be the dealer for each hand in this game. Everyone else is a player. One person can be the dealer throughout play, or players can take turns. The dealer gives everyone, including himself, one card facedown. Then he gives everyone a second card face-up.

Each player looks at his facedown card and adds its value to that of his face-up card to determine the total value of the hand. The value of a card is equal to the number on the card. All face cards are worth ten. Aces can be worth either one or eleven, whichever value benefits the player.

How to Play – Starting with the person to the left of the dealer, each player attempts to make the best possible hand by getting close to 21 points. A player with a point total far less than 21 may ask the dealer for another card by saying, “Hit.” One card is then dealt to the player face-up. The player may continue to add cards until he thinks he has a good hand. If any added card sends the value of his hand higher than 21, the player has gone “bust” and he is no longer eligible to be a winner on that particular hand. If the player reaches a number that he is satisfied is close enough to 21, he says, “Stand,” to instruct the dealer that he requires no more cards.

After all the players have either busted or are satisfied with their hand, the dealer turns over his face-down card. The dealer must play by specific rules. 1) The dealer must hit if he has 16 or fewer points in his hand and 2) the dealer must stand once he reaches 17 or more points. If the dealer busts, all remaining players (who did not bust on their turns) are winners. If the dealer stands on a certain number like 18, all the players with better hands win, all the players with lower hands lose, and players with 18 tie or “knock.”

Strategy -

Basic Strategy: Winning tactics in Blackjack require that the player play each hand in the optimum way, and such strategy always takes into account what the dealer's upcard is. When the dealer's upcard is a good one, a 7, 8, 9, 10-card, or ace for example, the player should not stop drawing until a total of 17 or more is reached. When the dealer's upcard is a poor one, 4, 5, or 6, the player should stop drawing as soon as he gets a total of 12 or higher. The strategy here is never to take a card if there is any chance of going bust. The desire with this poor holding is to let the dealer hit and hopefully go over 21. Finally, when the dealer's up card is a fair one, 2 or 3, the player should stop with a total of 13 or higher.

With a soft hand (a hand with an Ace in it since the Ace can count as 1 or 11), the general strategy is to keep hitting until a total of at least 18 is reached. Thus, with an ace and a six (7 or 17), the player would not stop at 17, but would hit.

Surrender: Not all casinos offer the Surrender option. If you don't like your initial hand, you have the option of giving it up in exchange for half your original bet back. If you have 16 and the dealer is showing 10, surrender. If you don't have the option to surrender then hit.

Split: If your first two cards are of the same denomination, you may elect to make a second bet equal to your first and split the pair, using each card as the first card in a separate hand. For example, if you are dealt two 8s, you may slide a second bet equal to the first to your betting box. The dealer will separate the 8s, then put a second card on the first 8. You play that hand out in normal fashion until you either stand or bust; then the dealer puts a second card on the second 8, and you play that hand out. The player should always split a pair of aces or 8s; identical ten-cards should not be split, and neither should a pair of 5s, since two 5s are a total of 10, which can be used more effectively in doubling down.

Double Down: Another option open to the player is doubling his bet when the original two cards dealt total 9, 10, or 11. When the player's turn comes, he places a bet equal to the original bet, and the dealer gives him just one card, which is placed face down and is not turned up until the bets are settled at the end of the hand. With two fives, the player may split a pair, double down, or just play the hand in the regular way. Note that the dealer does not have the option of splitting or doubling down. With a total of 11, the player should always double down. With a total of 10, he should double down unless the dealer shows a ten-card or an ace. With a total of 9, he should double down only if the dealer's card is fair or poor (2 through 6).

Player's Hand	Dealer's Up Card	
	2 to 6	7 to A
Hard		
4 to 8	H	H
9	D	H
10 or 11	D with more than dealer	
12 to 16	S	H
17 to 21	S	S
Soft		
13 to 15	H	H
16 to 18	D	H
19 to 21	S	S
Splits		
22,33,66,77,99	Y	N
88,AA	Y	Y
44,55,10-10	N	N

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Plus:

1. Surrender 16 vs 10.
2. Never take insurance.
3. If strategy says to double, but not allowed, then hit, except stand with soft 18.

H	Hit
S	Stand
D	Double
Y	Split
N	Don't Split

Multiple Deck, Dealer Stands on Soft 17

Your hand	Dealer's card										
	2	3	4	5	6	7	8	9	10	A	
8	H	H	H	H	H	H	H	H	H	H	H
9	H	D	D	D	D	H	H	H	H	H	H
10	D	D	D	D	D	D	D	D	D	H	H
11	D	D	D	D	D	D	D	D	D	D	H
12	H	H	S	S	S	H	H	H	H	H	H
13	S	S	S	S	S	H	H	H	H	H	H
14	S	S	S	S	S	H	H	H	H	H	H
15	S	S	S	S	S	H	H	H	H/R	H	H
16	S	S	S	S	S	H	H	H/R	H/R	H/R	H
17	S	S	S	S	S	S	S	S	S	S	S
A,2	H	H	H	D	D	H	H	H	H	H	H
A,3	H	H	H	D	D	H	H	H	H	H	H
A,4	H	H	D	D	D	H	H	H	H	H	H
A,5	H	H	D	D	D	H	H	H	H	H	H
A,6	H	D	D	D	D	H	H	H	H	H	H
A,7	S	Ds	Ds	Ds	Ds	S	S	H	H	H	H
A,8	S	S	S	S	S	S	S	S	S	S	S
2,2	H/P	H/P	P	P	P	P	H	H	H	H	H
3,3	H/P	H/P	P	P	P	P	H	H	H	H	H
4,4	H	H	H	H/P	H/P	H	H	H	H	H	H
5,5	D	D	D	D	D	D	D	D	H	H	H
6,6	H/P	P	P	P	P	H	H	H	H	H	H
7,7	P	P	P	P	P	P	H	H	H	H	H
8,8	P	P	P	P	P	P	P	P	P	P	P
9,9	P	P	P	P	P	S	P	P	S	S	S
10,10	S	S	S	S	S	S	S	S	S	S	S
A,A	P	P	P	P	P	P	P	P	P	P	P

- H** Hit
- S** Stand
- P** Split
- D** Double Down
If Allowed, Otherwise Hit
- Ds** Double Down
If Allowed, Otherwise Stand
- H/R** Surrender
If Allowed, Otherwise Hit
- H/P** Split
If Allowed To Double After a Split, Otherwise Hit

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Poker

Number of Players & Decks - 2 or more players & 1 deck of cards with the jokers removed.

Object of the Game - The player with the highest ranked hand wins the game.

Setup - There are two basic types of poker: Stud Poker and Draw Poker. The rules for these games are almost identical.

In Stud Poker, each player is dealt five cards (or seven for some games). Players then assess the relative strength of their hands and wager chips accordingly. The best hand wins all the chips.

In Draw Poker, each player is dealt five cards, and a round of betting ensues. The remaining players then may attempt to improve their hands by trading as many as three cards for a new three from the deck. If a player has an Ace, he may trade all four of his other cards if he so desires.

Wild cards can also be used in home games of poker. A wild card is a card that can be used to represent some other card that a player needs to make up a poker hand. This enables higher ranking hands to be made

more often, which for some players makes the game more exciting. Common wild cards include the joker, suicide kings (the King of Hearts because the card shows that he has a sword through his head), and one eyed jacks (the Jack of Spades and the Jack of Hearts because the cards only show one side of the person's face).

How to Play – The rounds of betting work like this: Starting to the left of the dealer, each player has four options:

1. **Raise** — A player who thinks he has a good hand (or who wants the other players to think he has a good hand) may increase the wager required to continue playing.
2. **Fold** — A player who thinks his hand is not good enough to win and who does not want to wager the increased amount may lay down his cards. He cannot win the hand, but he also will not lose any more chips.
3. **Call** — Once a player has raised the stakes, each player must decide whether to raise the stakes again, to give in and fold his hand, or to call, which means to equal the amount wagered by the player who raised.
4. **Check** — If no one has increased the wager required to continue, a player may stand pat by checking, or passing on his option to bet.

While there are many varieties of poker games, the same basic rules apply to almost all of them. Typically, five or seven cards are dealt to each player. Players attempt to form the best five-card poker hand possible (see below). For every poker game, the same hierarchy of hands exists, and the better hands are rarer and more difficult to achieve than the lesser hands.

Individual cards are ranked from best to worst. The rank of a card often breaks the tie if two players achieve the same hand. The Ace is the most valuable card. From there, it goes in descending order: King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The ranking of hands, from lowest to highest value:

- **High card.** If no combination can be made, then a player's hand is valued at the highest single card. If two players have the same high card, then the second highest card would break the tie.
Example: 5♣ 8♦ 10♠ Q♥ A♠
- **One Pair.** A pair is formed when you have two of any of the same cards.
Example: 9♠ 9♦ 5♣ 8♠ K♥
- **Two Pairs.** When more than one player has two pairs, the player with the highest pair wins.
Example: 9♠ 9♦ 5♣ 5♥ 8♥
- **Three of a Kind.**
Example: 9♠ 9♦ 9♥ 5♣ 8♠
- **Straight.** A straight is a five-card hand consisting of a running sequence of cards, regardless of suit. If two players have straights, the straight with the higher card wins.
Example: 9♠ 10♠ J♦ Q♥ K♦
- **Flush.** When all five cards in a hand are of the same suit, it is a flush. If two players have a flush, the person with the highest card in that suit wins.
Example: 9♠ 5♠ Q♠ K♠ 7♠
- **Full House.** When a player has three-of-a-kind and a pair in the same hand, it is called a Full House.
Example: 9♠ 9♦ 9♥ 5♣ 5♥
- **Four of a Kind.** If you are lucky enough to have all four of a given number, then you have a very powerful hand.
Example: 9♠ 9♦ 9♥ 9♣ 5♣
- **Straight Flush.** Even rarer than four of a kind, a straight flush is made up of five consecutive cards, all from the same suit.
Example: 9♠ 10♠ J♠ Q♠ K♠
- **Royal Flush.** The best hand of them all is this famous combination, formed by a Straight Flush that runs to the Ace, making it unbeatable. Odds of being dealt this hand can be as high as 1 in 650,000 deals.
Example: 10♥ J♥ Q♥ K♥ A♥

Texas Hold'em Poker

Number of Players & Decks - 2 or more players & 1 deck of cards with the jokers removed.

Object of the Game - The player with the highest ranked 5 card poker hand out of 2 personal cards and 5 community cards wins the game.

Setup - In Hold'em, a marker called 'the button' or 'the dealer button' indicates which player is the dealer for the current game. Before the game begins, the player immediately clockwise from the button posts the "small blind", the first forced bet. The player immediately clockwise from the small blind posts the "big blind", which is typically twice the size of the small blind, but the blinds can vary depending on the stakes and betting structure being played.

As with other forms of poker, the available betting actions are 'fold', 'check', 'bet', 'call' or 'raise'. Exactly which options are available depends on the action taken by the previous players. If nobody has yet made a bet, then a player may either check (decline to bet, but keep their cards) or bet. If a player has bet, then subsequent players can fold, call or raise. To call is to match the amount the previous player has bet. To raise is to not only match the previous bet, but to also increase it. To fold is to discard one's hand and lose any money already put into the pot.

How to Play –

Opening deal: Each player is dealt two cards face down, which are known as hole cards or pocket cards. The 2 best cards a player can receive during the initial deal are 2 Aces and the second best hand a player can receive is an Ace and a King of the same suit. The worst hand a player can receive is a 2 and a 7 not of the same suit.

First round of betting: Starting with the player to the left of the big blind the play goes clockwise and each player can call the big blind, raise, or fold. The big blind has the option to raise an otherwise unraised pot.

The flop: The dealer burns/discards a card, and then deals three community cards face up. The first three cards are referred to as the flop, while all of the community cards are collectively called the board. When getting to the flop you are viewing 71% of your hand.

Second round of betting: Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.

The turn: The dealer burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the turn card, or fourth street.

Third round of betting: It follows the same format as the second round, but the size of the bets have usually doubled at this point.

The river: The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the river card, or fifth street.

Final round of betting: It follows the same format as the second and third rounds.

The showdown: Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)

Poker hands from best to worst -

- **High card.** If no combination can be made, then a player's hand is valued at the highest single card. If two players have the same high card, then the second highest card would break the tie.
Example: 5♣ 8♦ 10♠ Q♥ A♠
- **One Pair.** A pair is formed when you have two of any of the same cards.
Example: 9♠ 9♦ 5♣ 8♠ K♥
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Example: 9♠ 5♠ Q♠ K♠ 7♠
- **Full House.** When a player has three-of-a-kind and a pair in the same hand, it is called a Full House.
Example: 9♠ 9♦ 9♥ 5♣ 5♥
- **Four of a Kind.** If you are lucky enough to have all four of a given number, then you have a very powerful hand.
Example: 9♠ 9♦ 9♥ 9♣ 5♣
- **Straight Flush.** Even rarer than four of a kind, a straight flush is made up of five consecutive cards, all from the same suit.
Example: 9♠ 10♠ J♠ Q♠ K♠
- **Royal Flush.** The best hand of them all is this famous combination, formed by a Straight Flush that runs to the Ace, making it unbeatable. Odds of being dealt this hand can be as high as 1 in 650,000 deals.
Example: 10♥ J♥ Q♥ K♥ A♥

Score Sheets

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