

ON THE CARDS

OPENING HANDS

An introductory game

Winning: Each round, the players with most points win the round and take a rule card. The winner of the game is the player who has the most rule cards after five rounds. If two or more players tie with the most rule cards, all tied players win.

Put the four Fixed Rule cards face up where everyone can refer to them easily. Find the rule cards listed below and make four face-up stacks of two cards each. The cards are marked 'OH1' and 'OH2' in the corner.

- **Deal:** Put *Deal Eight* on top of *Draw to Fifty*.
- **Aim:** Put *Take Lots of Tricks* on top of *Avoid High Value Cards*.
- **Card Play:** Put *Crazy Eights* on top of *Same Sized Sets*.
- **Trick Taking:** Put *Whist* on top of *President*.

Set aside all the other rule cards, as they won't be needed in this game.

Shuffle the playing card deck and pick a dealer. The player to the left of the dealer takes the Start Player card. The first round is now ready to begin.

The Fixed Rule cards and the rule cards on top of the stacks (*Deal Eight*, *Take Lots of Tricks*, *Crazy Eights* and *Whist*) define how Round 1 will be played.

Opening Hands: Round 1

The **Deal** card (*Deal Eight*) defines how the dealer distributes cards. In this round, the dealer deals eight cards to each player. Set aside the rest of the deck, as players won't draw any more cards in this round. The start player begins the first trick by playing a card face up in the middle of the table. Players then take turns clockwise.

The **Card Play** card (*Crazy Eights*) defines how players may play cards. In this round, you may either play a card matching the rank or suit of the previously played card, or choose to pass. If you don't have a card that matches the rank or suit of the previous card, then you must pass.

The **Taking Tricks** card (*Whist*) defines how a trick is won. In this round, after everyone has either played a card or passed, the player who has played the best card takes the trick. The best card is defined by *Crazy Eights*. The default ranking of cards is defined by the Fixed Rule card *Ranking and Breaking Ties*.

The player who won the trick gathers the cards played and keeps them in a face down stack. This player then plays a card to start the next trick.

The round ends when at least one player has no cards remaining in hand after a trick has been taken. This is defined by the Fixed Rule card *Trick Taking and Score*.

The **Aim** card (*Take Lots of Tricks*) defines how the round is scored. In this round, each trick won by a player is worth one point. The player with the most points wins the round. If two or more players are tied with the most points, all tied players win.

The winner takes the top Deal card and keeps it face-down to show that they won the round. If it was a tie, one of the winners takes the top Deal card and other tied players each take one of the set aside rule cards. Use the set aside rule cards for any ties in subsequent rounds too.

Opening Hands: Round 2

Start a new round by gathering up all the playing cards and shuffling them. The start player from the first round becomes the new dealer. The player to the left of the new dealer takes the Start Player card.

The rule cards now on top of the stacks (*Draw to Fifty*, *Take Lots of Tricks*, *Crazy Eights* and *Whist*) define how Round 2 will be played.

The new Deal card (*Draw to Fifty*) means that the dealer doesn't deal out a specified number of cards. Instead place the deck face-down in the middle of the table and follow the instructions on *Draw to Fifty*.

The winner of Round 2 takes the top Aim card, changing the game for the next round.

Opening Hands: Rounds 3, 4 and 5

Continue playing for three more rounds. The winner of Round 3 takes the top Card Play card. The winner of Round 4 takes the top Trick Taking card. The winner of Round 5 takes any one of the remaining rule cards.

The winner is the player who has the most rule cards after five rounds. If two or more players tie with the most rule cards, all tied players win.

EXAMPLE OF A ROUND OF THE INTRODUCTORY GAME

Deal Eight, Take Lots of Tricks, Crazy Eights, Whist

Anika, Boris, Chandra and Dave are playing, seated clockwise in the order of their names. Anika is the dealer, so Boris will be the Start Player for the first round. Anika deals eight cards to each player. The rest of the deck is not needed.

Anika: ♠ Q 6 4 ♥ A 2 ♦ 7 2 ♣ Q

Boris: ♠ J 7 ♥ 8 7 4 ♣ 7 5 2

Chandra: ♥ K 6 3 ♦ Q 8 5 ♣ 4 3

Dave: ♠ A 3 ♥ J 10 ♦ 4 ♣ A 10 6

Trick 1: Boris must lead a card (the first player cannot pass). He leads 2♣. Chandra has no 2 and could play a club, but her 3 or 4 is not going to win. She could pass. However, there is little disadvantage in playing a very low card; the round ends when someone has no cards left, so losing a card from her hand might be useful. She plays 3♣. Dave could play his 3♠, changing the suit to spades, but that's not going to win the trick, unless Anika has no spades better than the 2, so he plays A♣. Anika could follow suit with Q♣ (a bad play, as it won't win), but has A♥. As hearts are better than clubs (see Fixed Rule card *Ranking and Breaking Ties*), she plays A♥. In this round the trick stops when each player has played or passed (see *Whist*), so Anika takes the trick, gathers up the four cards, and stacks them together as her first point. Anika: 1.

Trick 2: Anika leads, because she won the first trick. She leads Q♣. Boris has two low clubs and no Queens; he passes. Chandra has Q♦, which is better than Q♣, so she ignores her solitary 4♣ and plays Q♦. The suit is now diamonds. Dave has no Queens and only a 4♦, so he throws the 4♦ on the trick. All four players have played or passed, so Chandra has won the trick and takes the three cards. Anika: 1, Chandra: 1.

Trick 3: Chandra leads K♥. Dave could play J♥ or 10♥, but these are rather high, so he chooses to pass, Anika discards the useless 2♥, and Boris the equally useless 4♥. Chandra wins the trick. Anika: 1, Chandra: 2.

Trick 4: Chandra leads again, this time with 8♦. Dave cannot play a valid card, so passes. Anika also passes (but a better play would have been to discard 2♦, which is not going to win a trick). Boris now sneaks in with the 8♥, which just beats the 8♦. Anika: 1, Boris: 1, Chandra: 2.

Trick 5: Boris leads with 7♠, hoping to win in a later trick with J♠. Chandra must pass, having no 7 or spades. Dave plays A♠, which is guaranteed to win, as it is the highest card in the deck. Anika passes, hoping that if she gets the lead her extra spades might win more tricks. Anika: 1, Boris: 1, Chandra: 2, Dave: 1.

Trick 6: Dave leads J♥. Anika is forced to pass. Boris decides that now is a good time to play his J♠. Chandra has no spades or Jacks so must pass. Boris takes the trick, two cards this time. Anika: 1, Boris: 2, Chandra: 2, Dave: 1.

Trick 7: Boris plays 7♥, knowing that many high cards have gone and the 7♠ has already been played. Chandra chucks away her 3♥ – her hearts just aren't good enough. Dave plays 10♥ to win the trick, because Anika has to pass again. Anika: 1, Boris: 2, Chandra: 2, Dave: 2.

Trick 8: Dave plays a confident 10♣. All the other players pass, Anika forced, the other two having only inferior clubs, which they keep in case they are useful at the end. The trick is only the one card. Anika: 1, Boris: 2, Chandra: 2, Dave: 3.

Trick 9: Dave follows with a less confident 6♣. Anika plays 6♠. Boris had been about to play his 7♣, but now the suit has changed to spades, so forlornly he has to pass. Chandra has only a lower club and a lower 6 (6♥), so also passes. Anika is back in the game. Anika: 2, Boris: 2, Chandra: 2, Dave: 3.

Trick 10: Anika leads Q♠, which, though she doesn't know it, is the only honour card left. While Boris and Chandra have to pass, Dave plays his 3♠, which is his final card. Anika takes the trick. Dave now has no cards, so the round ends (Fixed Rule card *Trick Taking and Score* says "If all players hold cards, you then start a new trick. Otherwise the round ends..."). Anika: 3, Boris: 2, Chandra: 2, Dave: 3.

In this closely fought round, Anika and Dave both have 3 points and are joint winners. If Dave had not played his losing 4♦ on Trick 2, he would have had one more card in hand, there would have been one more trick played, and Anika would have won outright.

Anika takes the Deal card for a point, and Dave takes one of the set aside rule cards for a point. The players get ready for a new game starting with *Draw to Fifty*.