

Card Games

SPIT

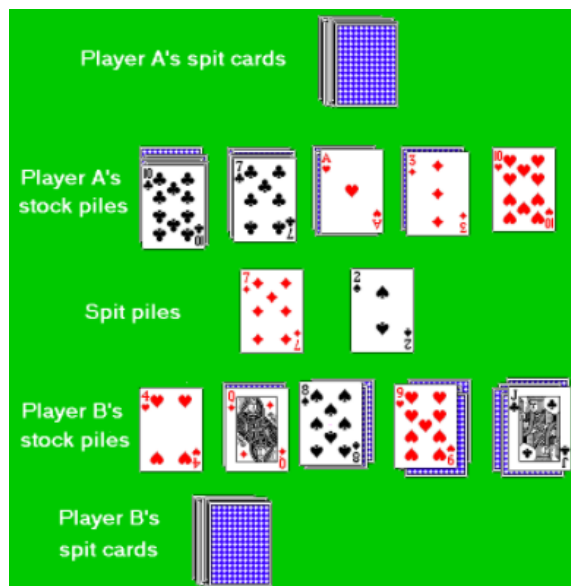
Source: <https://www.pagat.com/patience/spit.html>

Players: 2

Object: Have no cards left.

Set-Up:

- 1.) Split the deck in half.
- 2.) Each player puts out 5 piles of cards.
 - a. 1st pile: one card faced up
 - b. 2nd pile: one card faced down; one card faced up (total 2 cards)
 - c. 3rd pile: two cards faced down; one card faced up (total 3 cards)
 - d. 4th pile: three cards faced down; one card faced up (total 4 cards)
 - e. 5th pile: four cards faced down; one card faced up (total 5 cards)



How to Play:

- 1.) Players sit across from one another.
- 2.) Each player can only use ONE hand.
- 3.) Each player puts out a “spit” card in the center of the two players’ piles.
- 4.) Players pull cards from their set up and play them on **either** spit card pile.
- 5.) To play a card in the center it must be higher or lower, it cannot be the same card, you can only play one card at a time.
- 6.) As you play your cards you will reveal the stockpile cards that are face down, you can flip them over to play.
- 7.) You should always have 5 piles of cards to play. Therefore, as you use piles you can flip stockpiles from other piles to fill those empty spaces.
- 8.) Additionally, you can stack any pairs on top of one another in the same pile to free up another pile to flip over stock cards.
- 9.) When you run out of cards (both in your stock piles and spit cards) slap the smaller pile. **Pay close attention to your opponent;** if you see he/she had no cards (& you still do), you can try to slap for the smaller pile too; stealing it from your opponent.
- 10.) Whoever hits the smaller pile gets it and then you reset and play again; shuffling the cards.
- 11.) The game ends when one player has no more cards left.

E.R.S.

Source: <https://bicyclecards.com/how-to-play/egyptian-rat-screw/>

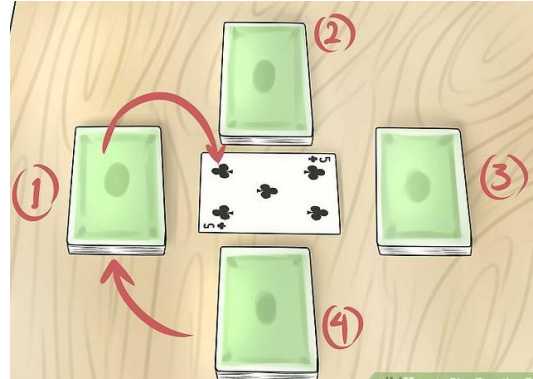
Players: 2+

Object: Get all the cards.

Set-Up: Spilt the deck evenly between players.

How to Play:

- 1.) Players DO NOT look at their own cards.
- 2.) The oldest person playing puts a card down to start.
- 3.) Players put cards down in clockwise order.
- 4.) Your cards remain face down until you flip them over to play them by putting them in the center of the pile.
- 5.) When a face card is played the next player must beat it. The way to beat a face card is by playing another face card. Each face card plays have a different amount of chances to beat them. For example, if I put down a queen the next player can play 2 cards to try and beat the queen I put down.
 - a. Jacks- 1 chance
 - b. Queen- 2 chances
 - c. Kind-3 chances
 - d. Aces- 4 chances
- 6.) If you do not beat the face card the person that played the face card wins and takes the entire pile of cards in the center. If you beat the face card the next player must then beat your face card.
- 7.) If at any point during the game the following occurs players have an opportunity to 'Slap' the center pile to win the pile:
 - a. Doubles (ex. Two 7's)
 - b. Sandwich (ex. 7,6,7)
 - c. Staircase (ex. 6,7,8)
- 8.) If a player slaps by mistake they must 'burn' a card at the bottom of the pile To burn a card the player should take the top card from their cards and put it at the bottom of the pile in the center, face up.
- 9.) When a player runs out of cards they can still 'slap' back in at any time; however, they only get 3 chances (if they slap when they are not supposed to).
- 10.) Anytime a player wins cards they must shuffle their winning cards into their hand.
- 11.) The winner is whoever gets all the cards!



Kings Corners

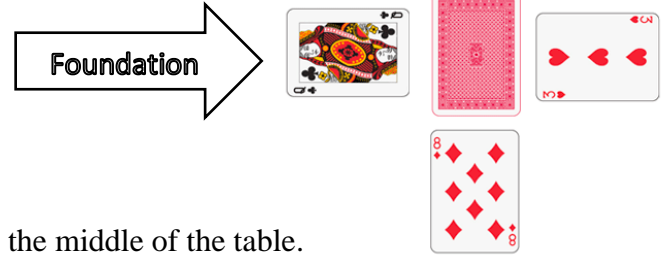
Source: <https://www.considerable.com/entertainment/card-games/kings-in-the-corner/>

Players: 2-4

Object: To get rid of all your cards.

Set-Up:

- 1.) Deal each player 7 cards.
- 2.) Create a stockpile by placing remaining cards in the middle of the table.
- 3.) Turn the four top cards over (face up), placing one card on each side of the stockpile deck, creating 4 foundation piles.



How to Play:

- 1.) The player to the left of the dealer goes first by drawing one card from the center stockpile.
- 2.) This player can make as many plays as possible during their turn to get rid of as many cards as possible from their hand.
- 3.) Once there are no more valid moves, it is the next player's turn.
- 4.) Valid moves:
 - a.) Play a card (or sequence of cards) on any foundation pile.
 - b.) The card being played must be the sequence card immediately below the foundation card and the opposite color. Example: If a foundation card is a black 7, the player can only play a red 6.
 - i. Sequence Order: Ace is the lowest card; king is the highest card.
 - c.) Kings are the only cards that can be played in the corners, created by the foundation cards.
 - d.) Once a king is played, players may play off that pile like any other foundation pile.
 - e.) During a player's turn they can move an entire foundation pile onto another pile. If the bottom card of that recipient pile and the top card of the moving pile creates a valid sequence.
 - f.) The first player to lay off all cards wins!



War

Source: <https://www.considerable.com/entertainment/card-games/kings-in-the-corner/>

Players: 2

Object: Get all the cards.

Set-Up:

- 1.) Divide the deck evenly; dealing one card at a time face down.
- 2.) Players should place each of their stack of cards down in front of them.



How to Play:

- 1.) Each player turns one card at the same time into the middle.
- 2.) The player with the higher card takes all the cards played.
- 3.) If the players turn over the same card, the players lay 3 cards face down off of the original card played and then flip a card over face up. While doing this the players should say “1, 2, 3, 4, I declare war.” The player with the higher card takes all the cards played in that round.
- 4.) The winner is whoever has all the cards!



Solitaire

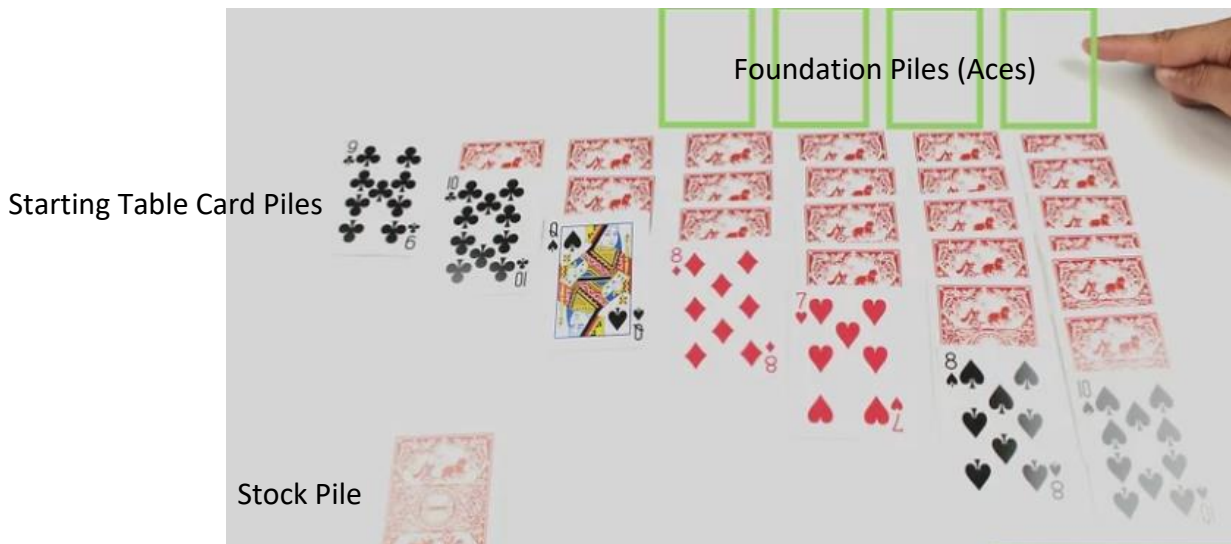
Source: <https://bicyclecards.com/how-to-play/solitaire/>

Players: 1

Object: Build all foundation piles in sequence order (Ace to King)

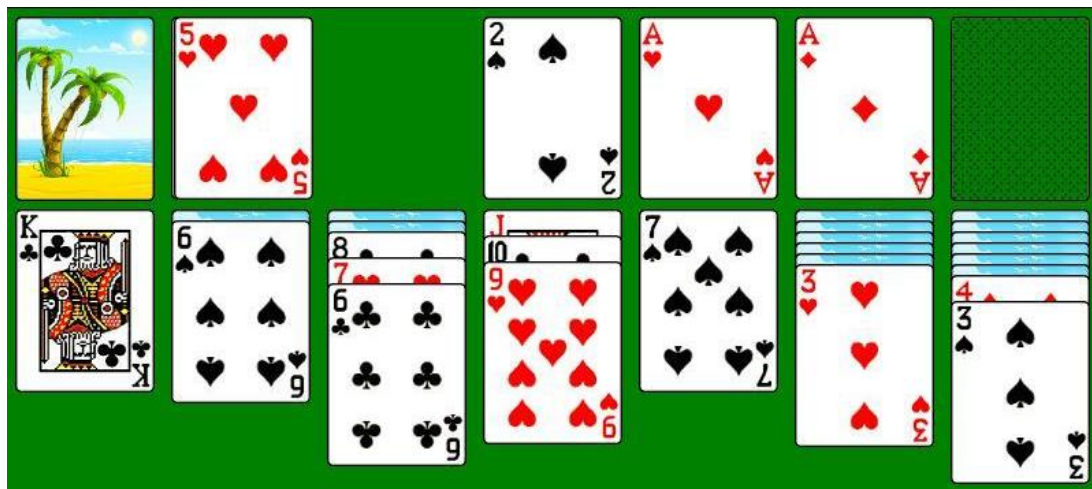
Set-Up:

- 1.) In this game, Kings are high, and Aces are low.
- 2.) Leave a spot for four foundation piles. These are the piles you will play and build up on. Foundation piles are made of 4 Aces of the four different suits (hearts, diamonds, spades and clubs).
- 3.) Cards from the stockpile can be flipped over 1 at a time or 3 at a time. When cards cannot be played they can be put back to the bottom of the stockpile. You can go through the stockpile as many times as you want but should keep consistent turning 1 or 3 cards every time.
- 4.) To create your starting table, you will create seven piles laying left to right.
 - a. Start by placing the first card face up, deal one card facedown for the next six piles to the right of the first card.
 - b. Starting again from left to right, place one card face up on the second pile and deal a card face down on piles three through seven.
 - c. Again, place one card face up on the third pile and deal one card face down on piles four through seven.
 - d. Continue until pile 7 has one card facing up on a pile of six cards facing down.
- 5.) The rest of the cards after setting up are your stockpile.
- 6.) To start you should have 4 foundation piles (your aces), 7 starting card piles and a stockpile.



How to Play:

- 1.) Place any of the starting table cards on top of one another in sequence order of the OPPOSITE color. Example from the picture above: The red 8 can go on the black 9 and the red seven can go on the black 8.
- 2.) As you do this, turn over the next card in the “starting table cards” so at all times each of the 7 piles has a card face up.
- 3.) If and when an Ace card is revealed, place it in the “foundation pile”. You can begin to build the suit of cards on top of it at any point while you play. (For example: If you move the Ace of Diamonds to the foundation pile, you can then place the 2 of Diamonds on top. Then the 3 of Diamonds and so on.)
- 4.) Continue to move the “starting tables cards” on top of each over in sequence order in opposite colors until you are out of moves.
- 5.) Flip one card over at a time from the “stock pile”. Play the card if you can. If not flip another card over and so on.
- 6.) Continue to flip over “stock pile cards” and move “starting table cards” onto one another.
- 7.) Remember you should have 7 piles at a time; if one of the 7 table piles are removed and a space is left, you may only fill the space with a King card.
- 8.) Continue to transfer cars and bring cards into play from the stockpile until all the cards are built in suit sequences in the foundation piles to win!



500 Rummy

Source: <https://bicyclecards.com/how-to-play/500-rum/>

Players: 2-5+

Objective: Be the first to score 50 points.

Set-Up:

- 1.) Deal seven card to each player (2 player games deal each player 13 cards).
- 2.) Place undealt cards face down in the center of the table, forming a stockpile.
- 3.) Turn the top card face up and place beside stockpile to start the discard pile.
- 4.) As you play and additional cards are added to the discard pile, cards should be slightly spread out so all players can easily see all the cards it contains.

How to Play:

- 1.) Start with the player to the left of the dealer.
- 2.) This player may draw either the top card of the stock or any card from the discard pile.
- 3.) There are two conditions when drawing a card from the discard pile:
 - a.) The player must take all the cards before the selected card. (Example: A,4,6,8,2,5,9,7,3 – if player wants the 5, the player must take the 9,7, & 3 as well)
 - b.) The selected card (Example above: the 5 card) must be used immediately by either laying it down in a set or by laying is off on a set already on the table. The remaining cards taken with the discard may be used into the same turn or added to the player's hand.
- 4.) During each player's turn, after drawing a card from the stock pile or from the discard pile, a player may lay down any matched set they have. Once a player has at least one set laid down, they may also lay down single cards off of another player's set(s) which are on the table. All cards should be laid down should be kept in front of the player (as these are their points).
- 5.) At the end of each turn a player must discard 1 card into the discard pile.
- 6.) Cards that are laid off are kept on the table in front of the player. Sequences may not "go around the corner", thus A, K, Q or A, 2, 3 may be played but not K, A, 2.

Rules of Sets:

- 1.) Sets are 3 or more cards including:
 - a. 3 of a kind (example: three 7's)
 - b. Sequence of three of the same suite (example, 10, J, Q of Spades)
 - i. Sequences may not "go around the corner", thus A, K, Q or A, 2, 3 may be played but not K, A, 2.

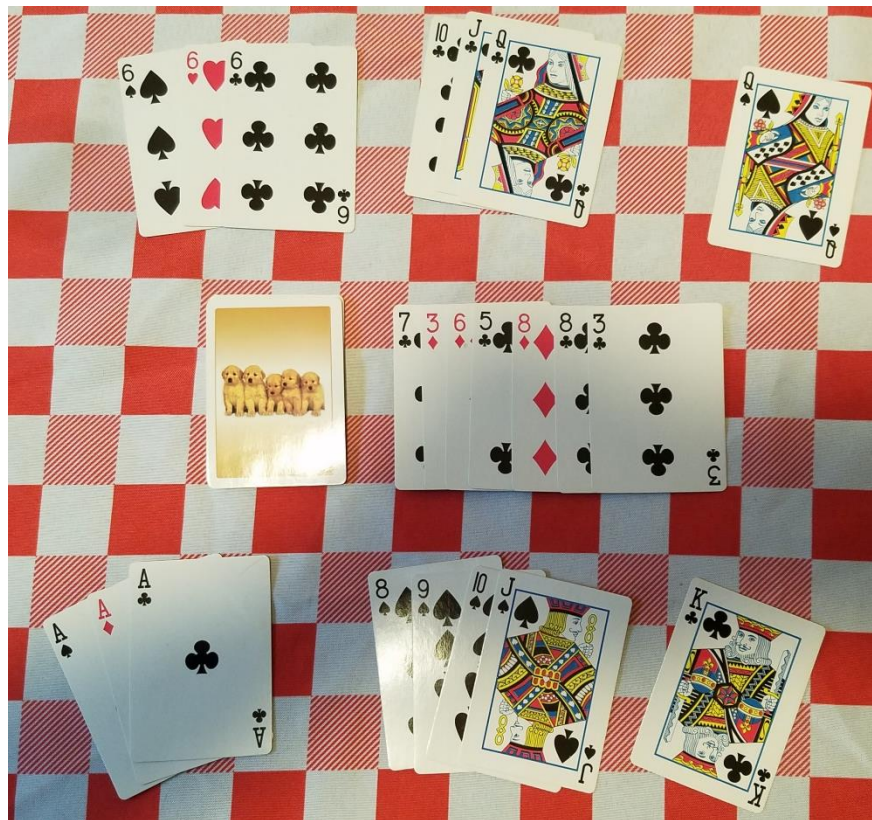
Scoring:

- 1.) Score points by laying down cards.
 - a.) Each card is worth its face value: 2 = 2 points; 5 = 5 points, etc.
 - b.) Jacks, Queens, Kings & Aces = 15 points
- 2.) When a player gets rid of all their cards the round immediately ends.
- 3.) Each player then calculates their score by: adding up the total number of points laid down on the table in front of them, and then deduct the total number of points which remain in their hand.

Example 1: Table pile = 75 Hand pile = 25 Total points that round = 50

Example 2: Table pile = 30 Hand pile = 50 Total points that round = -20

- 4.) Continue to play until a player reaches 500+ points. They are then the winner!



Hearts

Source: <https://bicyclecards.com/how-to-play/hearts/>

Players: 3-5+

Object: Have the lowest score at the end of the game.

Set-Up:

- 1.) Deal cards one at a time, face down, clockwise.
- 2.) Four player games each player gets 13 cards; three player game the 2 of diamonds is removed and each player gets 17 cards; in a five-player game, the 2 of diamonds and 2 of clubs is removed and each player gets 10 cards.



How to Play:

- 1.) Once the cards are dealt, players may look at their cards & choose 3 cards to pass to the person on their left.
- 2.) The player with the 2 of clubs starts (if this card has been removed use the 3 of clubs).
- 3.) The person to the left (of the person with the 2 of clubs) puts the next card down; go around the table until everyone has put a card down.
 - a. Each player MUST follow suit. If a player does not have the suit being played, a card of any other suit may be discarded. However, during the first round, if a player has no clubs a heart or queen of spades cannot be discarded.
 - b. Hearts may not be played as the lead card until a heart card or the queen of spades has been discarded.
 - c. The highest card of the suit being played wins the round and the winner of that round leads the next. There is no trump suit.

Scoring:

- 1.) At the end of each hand, players count the number of hearts they have taken, and the queen of spades. Each heart 2 – 9 = 1 point; 10, J, Q, K, A = 10 points; the Queen of Spades = 13 points.
- 2.) If a player takes all 13 hearts and the queen of spades in one hand, instead of losing 26 points, that player scores zero and each of the opponents score an additional 26 points.
- 3.) The game is usually played to 100 points (some play to 50); player with the least points wins!

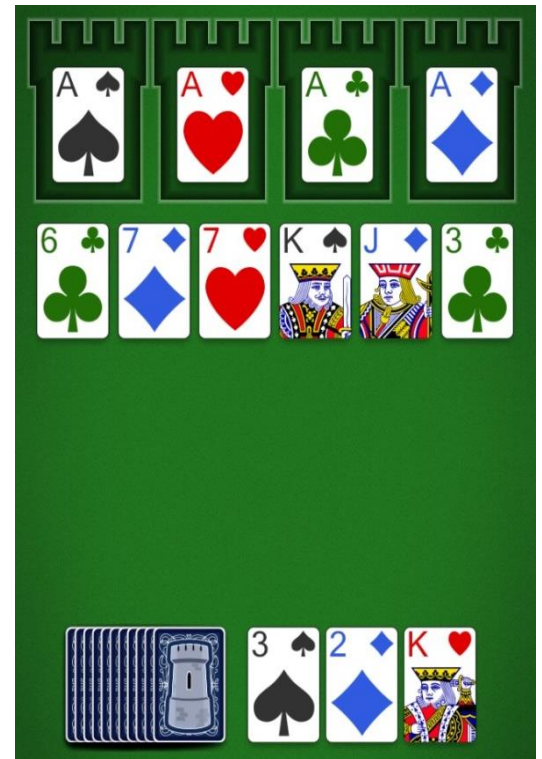
Castle

Players: 1

Object: To complete all four Ace to King piles of the same suite.

Set-Up:

- 1.) Starts with four Aces of different suits as discard piles.
- 2.) 6 cards face up under the Aces.
- 3.) A stockpile.
- 4.) 3 cards face up from the stockpile.



How to Play:

- 1.) Start by trying to play cards from the 6 cards below the Aces or from the three cards from the stockpile.
 - a. In order to play a card, it must be the same suite and be in the correct order: Ace to King.
 - b. Place the card in ascending order on the Ace if possible or descending order on the 6 pile or cards under the Aces.

Example from picture: The 2 of Diamonds can be placed on the Ace of Diamonds.

- 2.) If there are no more playable cards, you can flip 3 more cards from the stockpile on top of the original three cards / the empty space of a card already played.
- 3.) You cannot go back ones you cover a stockpile card. The only way to reveal these cards again is to use the one on top of it.
- 4.) You win by completing all 4 Ace suits from Ace to King!