♠ ♥ ♣ ♦

Games for Two

26 games, complete rules

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CARD GAME RULES

Games for Two

These games use **one standard deck of 52 cards** (Bézique and Canasta with two) and are at their best with **two players**. Classics, modern duels and co-op puzzles, where you win or lose together. Cross Sums includes all its target cards in one deck.

Card **2** explains the words that many games share. A game on several cards: read them in order, the small **1/3** next to the title tells you where you are.

Scan the code for the full rules with examples, variants and a score pad.

Full rules & variants:
howto.cards/en

2 ♠ Basics 1/2

THE DECK

- 52 cards in four **suits** ♠ ♥ ♦ ♣, 13 **ranks** each. Unless a game says otherwise, Ace is high: A K Q J 10 9 … 2. **Court cards** (faces) are K Q J; **pips** are A–10.
- **Jokers** are only used where a game says so.

DEALING

- Cut for the first dealer: the lower card deals. Then the deal alternates.
- Shuffle, the non-dealer **cuts**, then deal **one card at a time**, the other player first, unless a game says otherwise.
- The **stock** is the undealt pile, face down. A **discard pile** lies face up next to it.

TRICKS

- The **leader** plays any card; the other player plays one card to it. The two cards form a **trick**.
- **Follow suit** means playing a card of the suit led, if you have one; with none you may play anything.
- The highest card of the suit led wins, unless a **trump** (a card of the trump suit) was played: then the trump wins. The winner takes the trick face down and leads next.

2♥

Basics 2/2

MELDS

- A **set** is three or four cards of one rank (7♠ 7♥ 7♦). A **run** is three or more cards of one suit in sequence (5♥ 6♥ 7♥). A **meld** is a scoring combination shown or laid out.

KEEPING SCORE

- Most games are played over several **deals** to a target score; keep score with pen and paper or the score pad online. **Game** is the whole match, a **deal** or **hand** one round of it.

CO-OP GAMES

- In a **co-op** game you win or lose **together**. Unless a game allows it, you may not tell each other about your cards: no hints, no gestures, no pointing.
- **Untested:** some games here are new and not yet playtested. If a rule doesn't work for you, change it and tell us.

SHORTHAND

- **2p** = two players; **→** = then; **≥ / ≤** = at least / at most.

3 ♣

Cribbage 1/3

2 players · fifteens, pairs and runs · first to 121 · 30 minutes

CARD VALUES

- For adding up: **A = 1**, 2–10 face value, **J Q K = 10**.
- For runs: **A 2 3 … 10 J Q K**; Ace is always low (Q-K-A is no run).
- Suits only matter for flushes and his nobs.

SETUP

1. **Cut for deal:** the **lower** card deals (Ace lowest); equal cards cut again. Then the deal **alternates**. Next game: the loser deals first.
2. The dealer shuffles, the **non-dealer** cuts; deal **6 cards** each. The rest is the **stock**.
3. **Crib:** both **discard 2 cards face down** into a separate pile, the **crib**: an extra hand for the **dealer**, counted at the end of the deal. Nobody looks at it until then. You keep 4 cards.
4. **Starter:** the non-dealer cuts the stock; the dealer turns up the top card of the lower half and lays it face up on top. It is not played, but counts as the **fifth card** for both hands and the crib.
5. **His heels:** starter is a **Jack** → the dealer pegs **2** at once.

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3 ♣

Cribbage 1/3

THE PLAY

1. The **non-dealer** starts: play one card face up in a row in front of you and say the **count** (running total), e.g. "seven".
2. The dealer plays a card and says the new count ("fifteen"), and so on, alternately.
3. The count may **never go over 31**. If you can play without going over, you **must**.

SCORING IN THE PLAY

YOUR CARD MAKES …	POINTS
a count of exactly **15**	2
a count of exactly **31**	2
a **pair** with the card just before	2
three of a kind in a row (**pair royal**)	6
four of a kind in a row (**double pair royal**)	12
a **run** of 3+ with the cards just played, per card	1
the **go** or the last card	1

- **Pairs:** only cards played directly in a row, and the **same rank**, not value: Q-K is no pair.
- **Runs** count in any order with no other card between: 4, 6, 5 is a run of 3; a 3 or 7 next makes a run of 4.
- One card can score several things: 15 **and** a pair = 4.

♣ 3

Cribbage 2/3

GO

- If you can't play without going over 31, say **"Go"**. Your opponent plays on as long as they can without going over 31 (scoring pairs, runs, 31 as usual).
- Then: exactly **31** scores them **2**; otherwise whoever played the **last card** scores **1** for the go.
- After that the count starts again **from zero**; turn the old cards face down, they no longer form pairs or runs. The player who did **not** play the last card starts.
- Go on until all 8 cards are played. The very **last card** scores **1** (2 if it makes 31).

KEEPING SCORE

- Score every point at once (**pegging**) and say it out loud.
- **Paper:** one column each; write the new **running total** each time (2, 5, 11 …).
- **Cribbage board:** two pegs each; move the **rear** peg that many holes in front of the front peg. Game hole: 121.

WINNING

- The first to reach **121** wins **immediately** – in the play, in the show or with his heels. The non-dealer counts first and so can win before the dealer.
- **Skunk:** a loser **below 91** – the win counts **double**; **below 61** (double skunk) – **triple**.

Cribbage 2/3

THE SHOW

- Order: **non-dealer's** hand → **dealer's** hand → **crib** (for the dealer).
- Each counts as 4 cards **plus the starter**. Count every combination; a card may be used in as many **different** combinations as it fits.

COMBINATION	POINTS
Fifteen: each group of cards adding up to 15	2
Pair: two cards of the same rank	2
Pair royal: three of a kind (3 pairs)	6
Double pair royal: four of a kind (6 pairs)	12
Run: 3–5 cards in sequence (any suits), per card	1
Flush: all 4 hand cards of one suit	4
… and the starter too	5
Flush in the crib: only with all 5 cards	5
His nobs: J of the starter's suit	1

5 ♣

Cribbage 3/3

COUNTING HINTS

- Count **fifteens** first ("fifteen two, fifteen four ..."), then pairs, runs, flush, nobs.
- **Double runs:** a pair inside a run gives two runs: 5-6-6-7 = two runs of 3 (6) + the pair (2) = 8, plus fifteens.
- A run counts only at its **longest**: 4-5-6-7 is one run of 4, not two of 3.
- The starter never counts for a 4-card flush.
- Best hand: 5 5 5 J + the fourth 5 of the Jack's suit as starter = **29**. **19** is impossible.

TIPS

- **Fives are gold:** with so many 10-value cards, every 5 makes easy fifteens. Never give them to your opponent's crib.
- **Discard with the crib in mind:** as dealer, a pair or a fifteen into your crib; as non-dealer, cards that don't fit together (K and 2).
- **Don't lead a 5**, and avoid a count of **21** – a 10-value card makes 15 or 31. A 4 or lower is a safe lead.

♣ 5

Cribbage 3/3

VARIANTS

- **Short game:** play to **61**.
- **Muggins:** after a player has pegged a hand, the opponent may call **"Muggins!"** and peg the points they **overlooked**.
- **Five-card cribbage:** deal **5** each, both discard 2, so hands have 3 cards. At the start of the game the non-dealer pegs **3**. The play goes to 31 only **once** – no new count after a go. Flush **3** (4 with the starter); crib flush only with all 5. Game to **61**.
- **Co-op (Edward Jackman, 2018):** play together and peg **all** points on **one shared track**. After the deal, take turns, non-dealer first, putting **one card face up** into the crib until it holds 4. The 13 cards of each deal go aside face up; the other player deals from the rest **without shuffling** – exactly **4 deals**, the last with open hands once the starter is turned. No hints. **121+** wins (151 double, 181 triple), anything less loses (≤ 90 double, ≤ 60 triple).

6 ♦

Gin Rummy 1/2

2 players · melds in hand, low deadwood · game to 100 · 45 min

CARDS AND VALUES

- One deck, **no jokers**. **Ace is always low:** A 2 3 … 10 J Q K. A-2-3 is a run; **Q-K-A is not**.
- **Deadwood values:** K Q J = **10**, 10–2 = face value, A = **1**.

MELDS AND DEADWOOD

- **Set:** 3 or 4 cards of the **same rank**. **Run:** 3+ cards of the **same suit in sequence**.
- Each card belongs to **only one** meld at a time.
- **Deadwood:** every card not in a meld. Your **deadwood count** is the sum of their values.
- All cards stay **in your hand**; melds are shown only at the end.

DEAL

- After the first hand, the **loser of each hand deals**.
- Deal **10 cards** each. Turn the next card face up: the **upcard** starts the discard pile. The rest is the stock.

FIRST TURN

1. The **non-dealer** may take the upcard, then discards; the dealer continues normally.
2. If not, the **dealer** may take it (and discards).
3. If both refuse, the **non-dealer** draws from the stock and discards. Then play is normal.

6 ♦

Gin Rummy 1/2

A TURN

1. **Draw** the top card of the **stock** or of the **discard pile**.
2. **Discard** one card face up; you have 10 cards again. Not the card you just took from the discard pile (a card from the stock may go straight back).

KNOCKING

- After drawing, you may **knock** if your deadwood after the discard is **10 or less**. You don't have to.
- Discard **face down**, then lay out your 10 cards sorted into melds and deadwood.
- **Gin:** you knock with **no deadwood** (all 10 cards in melds).
- **Big Gin:** right after drawing, all **11** cards form melds: lay them all down without discarding.

THE DEFENDER'S REPLY

- The opponent (the **defender**) lays out melds and deadwood too.
- The defender may **lay off** deadwood onto the **knocker's** melds (4th card of a set, card at either end of a run); those cards no longer count.
- **No laying off** after **gin**. The **knocker never lays off**.

♦ 9

7 ♦

Gin Rummy 2/2

SCORING A HAND

Compare deadwood counts after laying off. The **knocker** scores:

RESULT	KNOCKER SCORES
Knocker has less	difference
Gin	25 + defender's deadwood
Big Gin	31 + defender's deadwood

- **Undercut:** defender's deadwood equal or less (no gin) → the **defender** scores the difference + 25.
- Keep a running total and note **how many hands** each player won.

DRAW

- Only **2 cards** left in the stock and the player who drew the third-to-last card discards without knocking → **draw**: nobody scores, the same dealer deals again.

END OF THE GAME

- Ends as soon as a player reaches **100**. Then the winner gets **+100** (game bonus) and **each** player **+25** per hand won (line bonus).
- **Shutout:** the loser won no hand → the winner's total (with bonuses) is **doubled**.
- **Higher total wins.**

♦ 7

Gin Rummy 2/2

TIPS

- **Watch the discard pile:** what your opponent picks up shows what they collect.
- **Shed high deadwood early:** an unmatched K Q J costs 10 if your opponent knocks.
- **Knock early** rather than wait for gin; every turn helps your opponent catch up.
- **Keep flexible cards:** 7♦ next to 7♠ 7♥ and 8♦ fits a set or a run.

VARIANTS

- **Oklahoma Gin:** the first upcard's value sets the knock limit for that hand (face card = 10; Ace = gin only). A **spade** upcard doubles all scores of that hand.
- **Older bonuses:** gin **20**, undercut **10**, line bonus **20** per hand.
- **Straight Gin:** no knocking; a hand ends only with gin.
- **Longer game:** play to **150** or **250**.

8 ♣

Schnapsen 1/2

2 players · tricks and marriages to 66 · match to 7 · 20 min

CARDS

- Use only **A 10 K Q J** of each suit: **20 cards**. The **10** ranks just below the Ace.

CARD	A	10	K	Q	J
Points	11	10	4	3	2

- All 20 cards: **120** card points. Win a hand with **66**.

DEAL

- The deal alternates. Deal **3 cards** each.
- Turn up the next card: its suit is **trumps**. Lay this **trump card** face up and crosswise **under** the stock, so it stays visible.
- Deal **2 more** each: **5 cards** in hand. The rest lies face down on the trump card as the stock.
- The **non-dealer** leads to the first trick.
- Take tricks face down. You may look at your **own** tricks, never your opponent's.

PHASE 1: STOCK OPEN

- **No need to follow suit:** play any card, trump or not.
- After each trick the **winner draws first**, then the other player. The winner leads.
- Last draw: the winner takes the last face-down card, the other player the face-up trump card.

♣ 8

8 ♣

Schnapsen 1/2

MARRIAGES

- **K + Q** of one suit in your hand. When **on lead**, show both, announce and **lead one of them**.
- Plain suit: **20** ("twenty"). Trump suit: **40** ("forty").
- Marriage points count only **once you have won a trick** in this hand; until then, remember them.

EXCHANGING THE TRUMP JACK

- On lead, before leading, you may swap the **trump J** from your hand for the face-up trump card. Only while the stock is open and at least one face-down card lies on the trump card.

CLOSING THE STOCK

- On lead, before leading, you may **close**: turn the trump card face down onto the stock. You may exchange the Jack first; announce a marriage before or after closing. Nobody draws any more.
- Once the last card is drawn, the stock is used up: phase 2 starts as well.

PHASE 2: CLOSED OR USED UP

- **Follow suit**, and **beat** the card led if you can.
- Can't follow: play a **trump**. Neither: play any card.
- Marriages may still be announced.

♣ 8

Schnapsen 2/2

THE CLOSER'S RISK

- The closer **must** reach 66. Fails, or the opponent claims 66 first → the **opponent** scores **2** game points, **3** if they had no trick at the moment of closing.
- Closer reaches 66: game points go by what the opponent had **when the stock was closed** (no trick then → 3, even if they won tricks later).

CLAIMING 66

- As soon as you think you have **66 or more** (card points in your tricks + counted marriages), say so. Play stops; count.
- **Right:** you win the hand. **Wrong:** your **opponent** scores **2** game points, or **3** if they had no trick at that point.
- All cards played and nobody claimed: the winner of the **last trick** wins the hand and scores **1** game point.

GAME POINTS

Otherwise the winner scores by the loser's result (with the loser's counted marriages):

LOSER HAS	WINNER SCORES
33 or more	1
under 33 (**Schneider**)	2
no trick (**schwarz**)	3

9 ♣

Schnapsen 2/2

BUMMERL

- Each player starts at **7** and counts **down** by the game points they win. First to **0** wins the **Bummerl** (the match).

TIPS

- **Count your points** as you go, so you can claim 66 at the right moment.
- **Save your big trumps:** the trump A and 10 win the important tricks later.
- **Keep K and Q together:** a twenty or forty often decides the hand.
- **Close when it's safe:** if you surely win the tricks you still need, close and stop your opponent drawing good cards.

VARIANTS

- **Sixty-Six:** add the **9s** (worth 0): 24 cards, 6 cards each.
- **Marriages without a trick:** marriage points count even if the player never wins a trick.

10 ♥

Piquet 1/3

2 players · exchange, declare, take tricks · a partie of 6 deals · 45 minutes

THE CARDS

- **32 cards:** take out all 2s to 6s. Each suit ranks **A K Q J 10 9 8 7**.
- **No trumps.** Face cards are K, Q, J.

SETUP

1. Both cut; the **higher** card chooses who deals first. Then the deal **alternates**. Dealing first is better: the non-dealer has a slight edge in the sixth, decisive deal.
2. The dealer shuffles and deals **12 cards** each, face down, in packets of **2 or 3** (the same way all partie).
3. The other **8 cards** go face down in the middle: the **stock**.
4. The non-dealer is **elder hand**, the dealer **younger hand**.

CARTE BLANCHE

- Dealt **no face card** at all? Announce **carte blanche** at once and score **10**. Show the hand to prove it – quickly, after the opponent has exchanged.

10 ♥

Piquet 1/3

THE EXCHANGE

1. **Elder** puts **1 to 5 cards** face down aside (the discard) and takes as many from the top of the stock. Elder almost always takes all 5. Taking fewer: say so first; then elder may look at the cards left of their five.
2. **Younger** then discards **at least 1** card, at most as many as are left in the stock (usually 3), and takes as many from the stock. Cards younger leaves may be turned face up for both to see once elder has led to the first trick; otherwise they stay unseen.

Keep your own discard beside you; you may look at it during the deal.

DECLARING

Compare three categories. In each, **only the player with the better combination scores**; the other scores nothing in it.

1. POINT

- Your **point** is your longest suit: **1 point per card**.
- Same length: add up the card values (**A 11**, face cards 10, others face value); higher total wins. Still equal: nobody scores.

Piquet 2/3

2. SEQUENCE

Three or more cards of one suit in rank order (10-J-Q):

SEQUENCE	CARDS	POINTS
Tierce	3	3
Quart	4	4
Quint	5	15
Sixième	6	16
Septième	7	17
Huitième	8	18

- Longer beats shorter; same length: the **higher top card** wins (A-K-Q beats K-Q-J). Exactly equal: nobody scores.
- The winner also scores **all other sequences** they hold.

3. SETS

- Three or four of a kind – only **A, K, Q, J or 10**.
- **Quatorze** (four): **14**. **Trio** (three): **3**.
- Any quatorze beats any trio; same kind: the higher rank wins. The winner also scores **all other sets** they hold.

Piquet 2/3

HOW TO DECLARE

- **Elder** declares first, category by category; **younger** answers each time:
- **"Good"** – elder's is better; elder scores it.
- **"Not good"** – younger has something better.
- **"Equal"** – elder gives more detail (card total, top card), and younger answers again.
- Then **elder leads** the first card, and only now does **younger** declare and score the categories they won.
- Show a scored combination if asked.
- **Sinking** (not declaring) is allowed – but it doesn't score.

THE TRICKS

- Elder leads first; then the winner of each trick leads. **Follow suit** if you can, else play any card. The **higher card of the suit led** wins.

Score as you go, saying your running total out loud:

- **1** each time you **lead** a card.
- **1** for **winning a trick your opponent led**.
- **1 extra** for the **last trick**.

At the end of the deal:

- **The cards:** more tricks (7+) scores **10**; at 6–6 nobody.
- **Capot:** all **12 tricks** scores **40** instead of 10.

Piquet 3/3

PIQUE AND REPIQUE

- **Repique (+60):** reach **30 from carte blanche and declarations alone** before your opponent has scored anything. Count in the fixed order carte blanche → point → sequences → sets.
- **Pique (+30):** reach **30 from declarations and play** before your opponent has scored anything, counted in the order it happens. Elder scores 1 for leading before younger declares, so **only elder can make a pique**.
- The cards (10) and capot (40) never count towards a pique. A category that ended "equal" does not stop a pique or repique.

SCORING THE PARTIE

- After each deal write down both totals. After **6 deals** add them up: the **higher total wins** the partie. Equal: play 2 more deals; still equal: a draw.
- **Rubicon:** reaching **100** in a partie.
- **Loser 100 or more:** the winner scores **the difference + 100**.
- **Loser under 100:** the winner scores **both totals added + 100**.
- For a longer match, add up the Rubicon scores of several parties.

Piquet 3/3

TIPS

- **Elder: take all five.** Go for the best possible hand.
- **Keep your longest suit:** it wins the point, may make a sequence and takes tricks.
- **Younger: keep stops** like K-x or Q-x-x in elder's likely long suit.
- **Remember the discards** and what is (not) declared: you can often work out your opponent's whole hand.
- **The cards are worth 20:** you get 10 and your opponent doesn't – fight for the seventh trick.

VARIANTS

- **Piquet au cent:** play until someone reaches 100 instead of six deals. Reaching 100 before the opponent has 50 is a double game. The first to win three games wins the partie; a double game counts as two.
- **Cards towards pique:** score the 10 for the cards as soon as a player has 7 tricks, and count it towards a pique.
- **Carte rouge:** 20 extra if every card in your hand is part of a "good" combination.

13 ♠

Bezique 1/3

2 players · win brisques, declare melds · several deals to 1000

THE CARDS

- **Two decks:** from each, take out the 2s–6s and the jokers; shuffle both together → **64 cards**, **every card twice**.
- Rank in every suit: **A 10 K Q J 9 8 7** – the 10 is below the Ace but above the King.
- **Brisques** = Aces and 10s: each one won in a trick is worth **10 points** at the end of the deal (16 in all = 160).

DEAL

1. The deal alternates. The dealer gives **8 cards** each, face down, in packets of **3, 2, 3**, non-dealer first.
2. Turn up the next card: its suit is **trumps** for this deal. If it is a **7**, the dealer scores **10** at once.
3. The rest is the **stock**, face down; slide the trump card half underneath it, face up.

TWO PHASES

- **Phase 1** – while the stock lasts: loose tricks; the trick winner may **meld**; both draw back to 8 cards.
- **Phase 2** – the last 8 tricks, stock empty: strict rules, no melds.

♥ 13

Bezique 1/3

PHASE 1: A TRICK

1. The **non-dealer leads** to the first trick; after that the winner of each trick leads.
2. The other player plays **any card** – no need to follow suit or to try to win.
3. **Who wins:** the highest trump; with no trump, the higher card **of the suit led** (another suit never wins). **Identical cards** (both K♣): the one played **first** wins.
4. The winner puts the trick face down on their pile – only its brisques count later.
5. The winner may **declare one meld** (and use a trump 7).
6. The **winner draws** the top card of the stock, then the loser. Both have 8 cards again.

DECLARING MELDS

- Lay the cards **face up** in front of you and say what it is. Only the **trick winner**, only **one meld** per trick won; never compulsory.
- Melds score **at once** – write them down straight away.
- **Table cards still belong to your hand.** Play them to tricks any time, like hand cards; your opponent just sees them. Hand + table cards = always 8.

14 ♠ Bezique 2/3

MELDS

MELD	CARDS	POINTS
Common marriage	K + Q of one suit (not trumps)	20
Royal marriage	K + Q of trumps	40
Bezique	Q♠ + J♦	40
Four Jacks	any four Jacks	40
Four Queens	any four Queens	60
Four Kings	any four Kings	80
Four Aces	any four Aces	100
Sequence	A 10 K Q J of trumps	250
Double bezique	both Q♠ + both J♦	500

- **Four of a kind:** suits don't matter – even A♥ A♥ A♠ A♣ counts.

THE 7 OF TRUMPS

Each time you win a trick you may do **one** of these with a trump 7, **in addition** to your meld:

- **Show** it: **10 points**, or
- **Exchange** it for the face-up trump card under the stock (take that card, put the 7 in its place): **10 points**. Worth it for a good card, e.g. an Ace or 10.

Bezique 2/3

USING A CARD AGAIN

- A table card may count again in a meld of a **different kind**, never in a second meld of the **same kind**. Each new meld needs a new trick won.
- A King from four Kings may later marry a Queen – a different kind of meld.
- Once K♥ + Q♥ are declared as a marriage, that K♥ can't marry the other Q♥. A fourth King added to three Kings left from declared four Kings doesn't count again.
- **Royal marriage → sequence:** declare K + Q of trumps (40), later add A, 10, J of trumps: **250**. The other way round – a marriage taken **out of** a declared sequence – scores **nothing**.
- **Bezique → double bezique:** with your first Q♠ + J♦ still on the table, add the second Q♠ + J♦ later: **500** (on top of the 40). All four declared at once: only **500**.

END OF THE STOCK

- When only **2 cards** are left (one face down + the face-up trump card), the winner of the next trick may still meld, then takes the **face-down card**; the loser takes the **trump card** (or the 7, if it was exchanged).
- Both **take their table cards back** into hand → 8 cards each. Phase 2 begins.

Bezique 3/3

PHASE 2: THE LAST 8 TRICKS

The winner of the previous trick leads. Now strict rules:

- **Follow suit** if you can, and **win** the trick if you can (play a higher card of that suit).
- Can't follow suit: **trump** if you can. Only if you can do neither may you play any card.
- **No more melds.**
- The winner of the **very last trick** scores **10**.

SCORING A DEAL

- **During play:** melds (20–500), trump 7s (10), the dealer's turned-up 7 (10).
- **End of the deal:** each player counts the brisques in their tricks: **10 each**. Last trick: **10**.

WINNING

- Add every deal to a running total. First to **1000** wins; if both pass 1000 in the same deal, the higher total wins. Longer game: agree on 1500 or 2000 first.

15 ♠

Bezique 3/3

TIPS

- **Keep your Aces and 10s safe:** play 7s, 8s, 9s to tricks you don't need.
- **Hold on to Q♠ and J♦** while a double bezique (500) is still possible.
- **Don't waste trumps early** – win with them when you have a meld ready or brisques to take. In phase 2, trumps decide.
- **Count:** every card exists twice – track Aces, 10s and trumps for phase 2.
- **Time your wins:** you can only meld after winning a trick.

VARIANTS

- **Last trick of the stock:** the 10 points go to the last trick of phase 1 (before the last card is drawn) instead of the very last trick of the deal.
- **Brisques during play:** score each Ace and 10 as soon as you win it in a trick, instead of counting at the end.

16 ♥

Canasta 1/3

2 players · meld cards of one rank, build canastas · several deals to 5000

THE CARDS

- **Two decks + 4 jokers** = 108 cards, shuffled together. **Suits don't matter**, only ranks.

CARD	POINTS
Joker (wild)	50
2 (wild), A	20
K Q J 10 9 8	10
7 6 5 4, black 3 (♠ ♣)	5
Red 3 (♥ ♦)	100 bonus

- **Wild cards** (jokers, 2s) stand in for any natural card in a meld. **Natural cards:** 4 up to Ace. **Black 3s** are stop cards, **red 3s** bonus cards (see *The 3s*).

MELDS

- A **meld** is **3 or more cards of one rank**, face up in front of you (Q Q Q, five 9s). Its value = the sum of its cards.
- Every meld needs **≥ 2 natural cards** and **≤ 3 wild cards**: 8 8 2 is fine, 8 2 Joker is not.
- On later turns you may add cards of that rank (or wilds) to your melds, never to your opponent's. **One meld per rank:** more cards of a rank you have go onto that meld.

16 ♥

Canasta 1/3

CANASTAS

- A meld of **7+ cards** is a **canasta**; square it into a pile:
- **Natural** canasta (no wild cards): red card on top; bonus **500**.
- **Mixed** canasta (1–3 wild cards): black card on top; bonus **300**.
- You may keep adding to it; a wild card makes a natural canasta mixed.

DEAL

1. The deal alternates. Deal **15 cards** each.
2. The rest is the **stock**. Turn its top card up to start the **discard pile**. A wild card or red 3: lay it crosswise, turn up more on top until another card shows – the pile is then **frozen**.
3. **Red 3s** dealt to you: lay them face up in front of you, draw as many replacements.
4. The non-dealer starts; then take turns.

A TURN

1. **Draw:** take **two** cards from the stock (only one left: that one is a full draw) – *or* take the **whole discard pile**.
2. **Meld** (optional): lay out new melds and/or add to yours.
3. **Discard** one card face up onto the discard pile.

Canasta 2/3

YOUR FIRST MELD

The first time you lay anything out in a deal, the cards put down in that turn must reach a minimum, by your score so far:

- **Score** below 0: **15** · 0–1495: **50** · 1500–2995: **90** · 3000 or more: **120**.
- Card values only – no bonuses for red 3s or canastas. Several melds together may make up the minimum. After that you meld freely for the rest of the deal.

TAKING THE DISCARD PILE

You must use its **top card** at once:

1. meld it with cards from your hand (or add it to one of your melds, if the pile isn't frozen),
2. then take all the other cards of the pile into your hand,
3. meld more if you like, and discard as usual.

- For your first meld, the top card counts towards the minimum, the rest of the pile doesn't.
- **Never** take the pile when its top card is a **wild card** or a **black 3**.

Canasta 2/3

THE FROZEN PILE

- The pile is **frozen for both** as soon as it contains a **wild card** (lay discarded wild cards crosswise so they stay visible). It is also frozen **for you** until you have made your first meld.
- **Frozen:** take it only with **two natural cards** of the top card's rank from your hand.
- **Not frozen:** also with one natural + one wild card, or by adding the top card to a meld you already have.
- The pile unfreezes when someone takes it.

THE 3S

- **Red 3s** never stay in hand: lay each one out at once and draw a replacement (a red 3 from a pile you take: no replacement). **100** each, all four **800** – but only if you have melded something this deal; if not, **–100** each (all four: –800).
- **Black 3s** are **stop cards**: with one on top, the next player can't take the pile. You may meld them (three or four, no wild cards) only in the turn you go out.

Canasta 3/3

GOING OUT

- You **go out** when you have no cards left: meld them all, or all but one and discard it. The deal ends.
- You may only go out with **two canastas** on the table (or completed in that turn).
- **Going out concealed:** you meld your whole hand in one turn without having melded anything before → **200** instead of 100. If you drew from the stock, the first-meld minimum doesn't apply.

STOCK RUNS OUT

- Play on as long as each player takes the discard pile; you **must** take it if it isn't frozen and its top card fits one of your melds.
- As soon as a player would have to draw from the empty stock, the deal ends – **no going-out bonus**.
- If the last card of the stock is a red 3, the deal ends at once.

Canasta 3/3

SCORING

Each player: **+** the value of all cards in their melds, **–** the value of all cards left in hand, **+** bonuses:

BONUS	POINTS
Each natural canasta	500
Each mixed canasta	300
Each red 3 (all four: 800)	100
Going out	100
Going out concealed (instead)	200

WINNING

- Add each deal to a running total (it can go below 0). First to **5000** or more at the end of a deal wins; both past 5000 in the same deal → the higher total wins.

TIPS

- **The pile is the key:** a big discard pile often decides the deal – keep natural pairs in hand.
- **Freeze the pile** with a wild card when your opponent is about to take it.
- **Don't feed your opponent:** avoid discarding ranks they have on the table; a black 3 is the safest discard.
- **Count canastas:** once you have two, watch for the moment to go out.

19 ♦

Casino 1/2

2 players · capture cards from the table · game to 21 · 30 min

VALUES

- One deck, **no jokers**. **A = 1**, 2–10 face value. **J Q K** have **no value**: they only capture by pairing and are never part of a sum or build.

DEAL

- The deal alternates between rounds.
- Deal **2 cards** face down to the opponent, **2 face up** to the table, **2** to yourself; repeat. Each player has **4 cards**, **4** lie face up in the middle.
- The rest stays face down by the dealer for later deals.
- Keep your captured cards face down in your own **pile**.

A TURN

The **non-dealer** starts; then take turns. Play **exactly one card** from your hand to **capture**, **build** or **trail**.

CAPTURE

- **Pairing:** a number card takes **all** table cards of its rank. A face card takes only **one** card of its rank.
- **Summing:** a number card takes a **group** of table cards adding up to its value (a 9 takes 5 + 4, or 6 + 2 + A).
- One card may capture several groups at once if each matches on its own. Put them and your card on your pile.

Casino 1/2

BUILD

- Play a card from your hand onto one or more table cards to make a total, and **announce** it: "building seven". Only if you hold **another card of that value** to capture it later.
- A build stays together and is captured only **as a whole**, by a card of its total.
- **Multiple build:** several groups on one pile, each making the same total ("building eights"). Your 8 then takes the whole pile.

YOUR OPPONENT AND YOUR BUILD

- **Capture it** with a card of its total. Builds are never safe!
- **Increase it** (single builds only): add a card from hand to raise the total, if they hold a card of the new total. The build is now **theirs**. A multiple build can never be increased.

TRAIL

- If you can't or don't want to capture or build, lay your card **face up** on the table: you **trail**.
- **Owning a build:** while you own a build on the table, you **may not trail**. Capture (this build or something else) or build every turn; sooner or later you must take it.

Casino 2/2

SWEEP

- A capture that takes **every** card on the table is a **sweep**: **1 extra point**. Mark it with a captured card face up in your pile. Your opponent must then trail.

LATER DEALS

- When both hands are empty, the dealer deals **4 more** each, 2 at a time. **No new cards** go to the table.
- **6 deals** in all; on the last one, the dealer says **"last deal"**.

END OF A ROUND

- Cards left on the table after the last play go to the player who made the **last capture** (not a sweep).

SCORING

Each round is worth 11 points, plus sweeps. Tie for most cards (26 each): **nobody** scores the 3.

ITEM	POINTS
Most cards (27+)	3
Most spades (7+)	1
Big Casino 10♦	2
Little Casino 2♠	1
Each Ace	1
Each sweep	1

20 ♦

Casino 2/2

WINNING

- Play rounds until a player reaches **21**.
- Both could reach 21 in the same round: count **cards, spades, Big Casino, Little Casino, Aces, sweeps** in this order; first to 21 wins.
- **Simpler:** play a fixed number of rounds (e.g. 6); higher total wins.

TIPS

- **Track the valuable cards:** the 10♦, the 2♠, the Aces and the spades.
- **Count the cards** so that the last capture, and the leftover table cards, are yours.
- **Never trail** an Ace, the 10♦ or the 2♠: it's a gift to your opponent.

VARIANTS

- **No last sweep:** a sweep with the very last card doesn't count.
- **Royal Casino:** J = 11, Q = 12, K = 13, Ace = 1 or 14. Face cards can then capture sums and be used in builds.
- **Spade Casino:** instead of the point for most spades, every spade scores **1**, the **J♠ 2**. Play to 61.
- **Capturing face cards:** a face card takes **all** cards of its rank on the table.

♦ 20

21 ♥ German Whist

2 players · win the last 13 tricks · 10 minutes a hand

SETUP

- The **higher** cut deals first; then take turns.
- Deal **13 cards** each. The other 26 are the **stock**, face down. **Turn its top card face up** and leave it on the stock: its suit is **trumps** for the whole hand.
- Cards rank **A K Q J 10 … 2**; only tricks count.
- **Tricks:** follow suit if you can, else play any card. The higher card of the suit led wins, a trump beats any other suit. The winner leads next.

STAGE 1: PLAYING FOR THE STOCK

1. The **non-dealer** leads to the first trick.
2. After each trick the **winner** takes the **face-up card** from the stock into hand; the **loser** takes the next card **face down**, without showing it. Turn the new top card face up.
3. Both always hold 13 cards.
4. These tricks **don't count** – put them aside face down.

STAGE 2: THE TRICKS THAT COUNT

- The stock is used up. Play out your 13 cards the same way, but now **keep the tricks you win**.

SCORING

- Whoever wins **more of these 13 tricks** scores the **difference**: 7–6 → 1 point, 9–4 → 5, 13–0 → 13.

21 ♥

German Whist

END

- Each hand can be a game on its own. Or play an agreed number of hands or up to an agreed total: **most points wins**.

TIPS

- **Each stage-1 trick is an auction:** fight for high cards and trumps; lose cheaply when the face-up card is low – but the loser gets an unknown card, and the winner keeps the lead.
- **Count trumps** – there are 13.
- **Remember** which cards your opponent took face up: they are in their hand. Keep track, and in stage 2 you can work out their whole hand.

VARIANTS

- **All tricks count:** the majority of all **26 tricks** wins (the earliest printed rules, 1894; more luck).
- **Score from seven:** only tricks above six count – 10 of the last 13 scores 4.
- **High or low:** the colour of the first face-up card decides stage 2: red – win as **many** tricks as possible; black – as **few** as possible.

22 ♥ Speed

2 players · race to get rid of your cards · a few minutes

SETUP

1. One deck, no jokers. Shuffle and deal face down: each player gets a **stock** (own face-down pile) of **15 cards**; in the middle, in a row between you: a **reserve** of 10 cards, **two start cards**, another **reserve** of 10.
2. Take the top **5 cards** of your stock as your **hand**; don't show them.
3. When both are ready, turn the two start cards face up **at the same moment**. They begin the two **centre piles**.

PLAYING

No turns: both play at once, as fast as you like.

- Put a card from your hand onto **either** centre pile if it is **exactly one higher or one lower** than its top card. Suits and colours don't matter.
- **Round the corner:** A fits on K and on 2; on an A you may play a K or a 2.
- Use **one hand** only, and play **one card at a time**.
- Fewer than 5 cards in hand: you may draw from your stock, up to 5, whenever you like.
- A card is played as soon as it **touches the pile**: no taking it back, and your opponent may play on it at once.

22 ♥

Speed

WHEN NOBODY CAN PLAY

- If **neither** can play (nothing fits, and anyone with a stock left has filled up to 5), each takes the top card of **one reserve** and turns it face up onto the centre pile next to it, at the same moment. Then carry on.
- **Reserves used up:** leave the top card of each centre pile, shuffle the rest of the centre cards and put them face down as two new reserves.

WINNING

- Stock used up: play on from your hand, without drawing.
- The first player with **no cards left** – no hand, no stock – wins the deal. One deal is a complete game.
- **Several deals:** the winner scores **1 point per card** the opponent still has in hand and stock. Shuffle all cards, deal again. First to an agreed total (e.g. **25**) wins.

TIPS

- Watch **both** centre piles; refill quickly; play **chains** (8, 9, 10 on one pile).

VARIANT

- **20-card stocks:** 5 in hand + 15 in the stock each; the reserves have only 5 cards each.

♠ 22

23 ♦ Goofspiel

2 players · bid for prize cards · 13 rounds · no luck in your hand

SETUP

- Sort the deck by suit; **hearts** are not used.
- **Prizes:** shuffle the 13 **diamonds** face down in the middle.
- **Hands:** one player takes the 13 **spades**, the other the 13 **clubs**.
- **Bids** rank **A (lowest) 2 3 … 10 J Q K (highest)**. **Prizes** are worth A = 1, 2–10 face value, J = 11, Q = 12, K = 13 (91 in all).

A ROUND

1. Turn up the top prize.
2. Each player puts one card from hand **face down**: the **bid**.
3. Turn both bids up **at the same time**. The **higher bid** takes the prize and keeps it face up.
4. Both bid cards are **out of the game**.

TIES

- The prize **stays**; turn up the next one, and the next bid is for **both** (then three …).
- A tie in the last round: the prizes left go to nobody.

23 ♦

Goofspiel

END

- After **13 rounds**, add up your prizes. **Higher total wins.** For a match, add up several games.

TIPS

- **Save big cards for big prizes;** a King for the 2♦ is a waste.
- **Win by one:** the perfect bid is one higher than your opponent's.
- **Lose cheaply:** a prize you can't win gets your Ace or 2.
- **Count:** you always know which cards your opponent has left.

VARIANTS

- **No carry-over:** a tied prize is put aside too.
- **High Ace:** Ace is the highest bid and worth 14 as a prize.
- **Three players:** one suit each (spades, clubs, hearts), all bid at once, the highest bid wins. Agree on ties first: the tied cards drop out and the highest **unique** bid wins, or the prize carries over.

♦ 23

24 ♠

Cuttle 1/2

2 players · first to 21 points, with cards as weapons · 15 min

SETUP

- One deck, **no jokers**. The dealer deals **6 cards** to themselves and **5** to the opponent.
- The rest is the draw pile. Next to it: the face-up **scrap pile** for cards out of play.
- The **non-dealer** takes the first turn; then take turns.

A TURN

Do **exactly one** of these:

1. **Draw** a card. There is **no hand limit**.
2. Play a **point card** (A–10) face up in front of you. It scores its rank (**A = 1**); your score is your total.
3. **Scuttle** an opponent's point card.
4. Play a **one-off**: one effect, then it is scrapped.
5. Play a **permanent**: it stays on the table and keeps working.

- Draw pile empty: you may also **pass**. **Three passes** in a row: the game is a **draw**.

SCUTTLING

- Destroy an opponent's point card with a point card from your hand that is **higher**, or the **same rank with a higher suit**. Suits, low to high: ♣ ♦ ♥ ♠. Both cards are scrapped.

24 ♠

24 ♠ Cuttle 1/2

ONE-OFFS

Play **A–7 or 9** onto the scrap pile and do what it says:

CARD	EFFECT
A	Scrap **all point cards** (both sides).
2	Scrap one **permanent**, or cancel a one-off.
3	Take **one card** of your choice from the scrap pile.
4	Your opponent **discards two cards** of their choice (or their only one).
5	**Draw two cards.**
6	Scrap **all permanents** (both sides).
7	Turn up the top card of the draw pile and **play it at once** in any legal way, even if it hurts you; if you can't, scrap it.
9	Return a **permanent** to the hand of the player who controls it.

CANCELLING WITH A 2

- When your opponent plays a one-off, you may at once throw a **2** from your hand onto the scrap pile, even out of turn: the one-off has no effect and is scrapped.
- Your opponent may cancel your 2 with a 2, and so on: after an **even** number of 2s, the one-off happens after all.

♥ 24

25 ♠ Cuttle 2/2

PERMANENTS

Play the **8, J, Q or K** face up; it stays until something removes it. (The 8 can also be a point card.)

CARD	EFFECT
8	Lay it sideways (the "glasses"): your opponent plays with their **hand face up**.
J	Put it on an opponent's point card and move both to your side: the card **scores for you**.
Q	Your other cards on the table are **protected** from cards that target one card (2, 9, J).
K	You need **fewer points** to win.

JACKS

- More Jacks can steal a point card back and forth: the **top Jack** decides who owns it.
- Point card scrapped (Ace, scuttling): all Jacks on it are scrapped too.
- A Jack removed (2, 6, or 9 back to hand): the top Jack still on it decides; with none left, the card goes back to the player who **first** played it. So a 6 returns every stolen point card.

QUEENS

- A Queen does **not** protect against the A, the 6 or scuttling.

♥ 25

25 ♠

Cuttle 2/2

WINNING

- You win **at once** when your point cards total at least **21**. Each King in front of you lowers the target:

KINGS	0	1	2	3	4
Points needed	21	14	10	7	5

TIPS

- **Don't dump every card as points:** an Ace can wipe out a big lead.
- **Keep a 2** in your hand: the only card you can play in your opponent's turn.
- **A King is often worth more than a 10:** it cuts your target by 7.
- **Before playing a Jack,** check whether your opponent has a Queen.

VARIANTS

- **Random discard:** for the 4, your opponent shuffles their hand and you pick the two cards blindly.
- **Hand limit (cuttle.cards):** at most **8 cards** in hand; a card returned by a 9 can't be played again on the next turn; 4 Kings win at once.

♠ 25

Expeditions 1/2

2 players · build rising expeditions in each suit · 3 rounds

THE CARDS

- Take out the **four Aces** and the jokers: play with **48 cards**.
- **2–10:** expedition cards, worth their number in points.
- **J Q K: wager cards**, worth no points – each raises the multiplier of its expedition. All three do the same.

SETUP

- Deal **8 cards each**. The rest is the stock.
- Leave room next to the stock for **four discard piles**, one per suit.
- Each player builds their **expeditions** on their own side: up to four columns, one per suit. Both of you can start an expedition in every suit.
- The **non-dealer** starts; then take turns.

Expeditions 1/2

A TURN

Two steps, always in this order:

1. Play or discard one card. Either

- **play it** to your expedition of its suit. The first card of a suit **starts** that expedition. Each further card must be **higher** than the last card in that column. Gaps are fine (2 → 3, or 3 → 9), but never go back down. **Wager cards** only **before the first number card** – as the very first cards of the column; or
- **discard it** face up onto its suit's discard pile in the middle. Only the top card of each pile is visible.

2. Draw one card: the top of the **stock** or the top of **any discard pile** – but not the card you just discarded this turn. You always end your turn with 8 cards.

END OF A ROUND

- The round ends **at once** when someone takes the **last card of the stock**. Nobody plays any more.
- Cards still in your hand **don't count**.
- Drawing from discard piles makes the round longer.

Expeditions 2/2

SCORING

Score **each expedition you started** (each suit with at least one card on your side):

STEP	
1. Add the numbers	J Q K count 0
2. Subtract 20	may go negative
3. Multiply	no wager ×1 · 1 ×2 · 2 ×3 · 3 ×4
4. **8+ cards** (wagers too)	**+20**, not multiplied

- **Not started:** 0 – not even minus points.
- **Only wagers:** 0 – 20 = –20, multiplied.
- Add up your expeditions: that is your round score. It may be negative.
- ♥ K Q 4 7 9 10 → (30 – 20) × 3 = **30**.

WINNING

- Play **three rounds**. The round's winner (higher score) shuffles all cards and deals the next, so the loser starts. After a tied round, the other player deals.
- After round three the **higher total wins**. A tie: play a fourth round.

Expeditions 2/2

TIPS

- **Don't start too many expeditions.** Each costs 20; a half-finished one can cost more than a good one gains.
- **Wagers are for early, strong suits.** Only wager if you already hold several cards of that suit – a bad result doubles your loss.
- **Watch what you discard:** it may be just what your opponent's expedition lacks.
- **Watch the stock.** Near the end, play cards that score rather than wait for the perfect card.
- **Take from discard piles to stall** when you still hold many good cards and need more turns.

VARIANTS

- **With Aces:** add the four Aces as expedition cards worth **1**, the lowest number card (after the wagers, before the 2). 52 cards; rounds get a little longer.
- **Short game:** play one round only.

28 ♣ Border Stones 1/2

2 players · win stones with three-card hands · 20 min

SETUP

- All **52 cards**, no jokers. Values: **A = 1**, 2–10 as printed, **J = 11, Q = 12, K = 13**. The Ace is always low.
- Lay **9 stones** (coins, buttons …) in a row across the middle. One side of the row is yours, the other your opponent's.
- Deal **6 cards each**; the rest is the stock.
- Decide who starts; the other player starts the next game.

GOAL

You win **at once** with **five stones** anywhere in the row, or **three stones next to each other** (e.g. 4, 5, 6).

A TURN

1. **Claim stones** (optional): move every stone you have won to your side, **in its place**.
2. **Play one card** face up on **your side** of any unclaimed stone, at most **three cards** per side. Lay them in a short column towards you.
3. **Draw one card**, back up to 6 (not if the stock is empty).

No card left or no free place: skip step 2 (you may still claim).

28 ♣ Border Stones 1/2

FORMATIONS

Your three cards at a stone form a **formation**. Best first:

FORMATION		EXAMPLE
1 **Suited run**	3 in a row, one suit	7♥ 8♥ 9♥
2 **Triple**	3 of one value	9♠ 9♥ 9♦
3 **Run**	3 in a row, mixed suits	4♦ 5♠ 6♥
4 **Suit**	3 of one suit	2♠ 8♠ J♠
5 **Sum**	anything else	K♣ 3♦ 7♥

- **In a row:** A-2-3 up to J-Q-K count; **Q-K-A doesn't** (the Ace is only 1). The order you played the cards doesn't matter.
- **Same formation:** the higher **total** of the three values wins.
- **Same total too:** whoever **completed** their three cards **first** wins. To remember: lay your third card **crosswise** if your opponent's side there isn't complete yet.

29 ♣ Border Stones 2/2

CLAIMING A STONE

Only **at the start** of your turn, in two ways:

- **Both sides complete** and your formation is better. (If theirs is better, your opponent claims it on their turn.)
- **Only your side complete**, and you can **prove** your opponent can't beat it, whatever they add. The proof may only use cards **face up on the table** – at any stone, either side. Your hand doesn't count: your opponent can't see it.

Cards at a claimed stone stay face up where they are and still count for later proofs.

Proof: your 9♠ 9♥ 9♦ against 5♣ 6♣. Only a suited run beats a triple, so only the 4♣ or 7♣ could do it. If **both** lie face up on the table, claim at once. If the 7♣ is in your hand, that is no proof – wait.

RUNNING OUT OF CARDS

52 cards for 54 places: some places stay empty. When **neither player can play** a card, decide every open stone: a complete side beats an incomplete one; both incomplete → higher total; equal totals → the stone goes to nobody. Still no winner: the game is a **draw**.

29 ♣ Border Stones 2/2

TIPS

- **Don't commit too early.** A single high card at many stones keeps your options open; make your opponent show their plans first.
- **Watch adjacent stones:** three in a row ends the game – defend a gap before it opens.
- **Use the table for proofs.** Once key cards are gone, a strong but imperfect formation may already be safe.
- **Give a stone up:** against a suited run, play your worst cards there.
- **Count values:** only four cards of each – is a triple still possible?

VARIANTS

- **Claim any time:** stones may be claimed at any moment of your turn, also right after playing a card.
- **Bigger hand:** hold 7 cards instead of 6.
- **Best of three:** whoever wins two games wins the match.

30 ♠

Crown Duel

2 players · first to win 4 rounds · 10 min

SETUP

- One player takes **A–8 of spades**, the other **A–8 of hearts**; the rest of the deck is not used. Ace = 1.
- About ten **coins** in a pile between you.

A ROUND

1. Both choose a card and lay it **face down**.
2. **Turn both face up** at the same time. The **higher value** wins – unless a **power** changes it. Powers **always** work.
3. The winner takes **one coin**.
4. Both cards are **used up**: put them aside face up.

THE POWERS

8	**Crown:** wins the round – not against a 2 or an A
7	**Boost:** your card **next round +2**
6	**Cancel:** opponent's card has **no power** this round
5	**Double:** win with it = **two rounds** (2 coins)
4	**Reverse:** the **lower** card wins – an 8 still wins
3	**Scout:** next round your opponent **shows first**, face up; then you choose
2	**Trap:** your opponent plays the 8 → you **win the game**
A	**Truce:** the round is **on hold**

♥ 30

30 ♠

Crown Duel

WHO WINS THE ROUND?

Stop at the first step that decides:

1. **Cancel (6):** the other card loses its power. Two 6s cancel each other.
2. **Truce (A):** the round is **on hold**.
3. **Trap (2) against Crown (8):** the 2 **wins the game** at once.
4. **Crown (8):** the 8 wins. Two 8s: go on to step 6.
5. **Reverse (4):** the **lower value** wins.
6. Otherwise the **higher value** wins. **Equal values:** on hold.

- **Boost:** a 7 last round adds **2** to your card's value now. A 6 played *this* round doesn't stop it; a 6 played *against the 7* does.
- **Two 3s:** nothing happens.

ROUNDS ON HOLD

The coin stays in the pile. The winner of the **next decided round** also wins all rounds on hold before it: **+1 coin** for each (with a Double: 2 + 1 each).

END

- You win as soon as you have **four coins** – or at once when your 2 catches their 8.
- All **eight rounds** played, nobody has four coins: **draw**. Rounds still on hold go to nobody.

♥ 30

31 ♦

Royal Garden

2 players · four in a line, no luck at all · 10 min

SETUP

- **Garden:** shuffle the **16 cards A K Q J** of all four suits and lay them **face up** in a square of **four rows of four**. Each has a **rank** and a **suit**; no two are the same.
- **Markers:** one player takes **2–9♥** (red), the other **2–9♠** (black). Their numbers don't matter, only the colour.
- Decide who starts. In later games the **loser** of the previous game starts.

A TURN

1. **Take a card** out of the garden and lay it **face up on a pile** next to it – always on top, so only the last card taken is visible.
2. **Put one of your markers** face up in the empty place.

WHICH CARD MAY YOU TAKE?

- **First turn of the game:** any card on the **edge** of the garden – not one of the four in the middle.
- **Every later turn:** a card with the **same rank or the same suit** as the top card of the pile – the card your opponent just took.

Example: the first player takes the Q♣. The second must take a **Queen or a club**; they take the A♣. Now the first player needs an **Ace or a club**.

♦ 31

31 ♦

Royal Garden

WINNING

You win **at once** when, after your turn:

- **four of your markers** form a **line** – a row, a column or one of the two long diagonals, or
- **four of your markers** form a **2 × 2 square** anywhere in the garden, or
- your opponent **can't take a card**: no card left in the garden shares the rank or suit of the card you just took.

Draw: the garden is empty and nobody has won.

A MATCH

- **Single game**, or **best of five:** first to win three games.
- **Points match:** the winner of a game scores **1 point per card still in the garden**. First to **10** (or 15, 20) wins.

TIPS

- **Look at what you give away.** Your card decides your opponent's choices – leave them only bad ones.
- **Count what is left:** only four cards of each rank and suit. Once three Jacks are gone, the last one leaves only its suit.
- **Defend in time:** don't open the fourth place of their line.

♦ 31

32 ♦

Duck Soup 1/2

2 players · tricks in both courses, Duck × Soup · to 250 points

THE CARDS

All 52 cards, no jokers, **no trumps**. Only the **Ace** changes between the two courses:

COURSE	HIGH TO LOW	TRICK GOES TO
Duck	K Q J … 3 2 **A**	the **lowest** card
Soup	**A** K Q J … 3 2	the **highest** card

SETUP

- Deal **13 cards** each.
- The other 26 cards are the stock; turn its top card **face up** on top.
- The non-dealer leads first, then the winner of the last trick.

A TRICK

1. The leader plays any card.
2. The follower plays **any card** too – you **never** have to follow suit.
3. **Different suit:** the leader wins. **Same suit:** the lower card wins in the Duck, the higher in the Soup. **Same rank:** a **quack** (next face).
4. The winner stores the trick **face down** if both cards are of **one suit** (**1 point**), **face up** if they are of **two suits** (**2 points**).

♦ 32

32 ♦

Duck Soup 1/2

QUACKING

Play a card of the **same rank** as the card led (8 on 8, Q on Q ...) and say **"Quack!"** – you can win with another suit. Forget to say it: the leader wins the trick, and it counts double.

After a quack, the leader chooses:

- **"Duck":** the leader can't or won't match again. The quacker wins the trick face up (**2**) and leads next.
- **"Quack-quack":** the leader leads a **third** card of that rank to a **second trick**, and the follower plays a fourth card.
- **Fourth card of that rank:** the follower says **"Duck soup!"** and wins **both** tricks, face up: **2 + 2**.
- **Any other card:** the **leader wins both**. The first goes face up (**2**); the second face down (**1**) if the follower's card is of the third card's suit, else face up (**2**).

♦ 32

Duck Soup 2/2

DRAWING (DUCK COURSE ONLY)

After each Duck trick, both draw back to 13:

1. The **winner** takes the **face-up** card from the stock.
2. The loser draws the next card, unseen.
3. The winner turns up the next card and leads.

After a quack-quack in the Duck, each draws **two**: the winner the face-up card and the next, the loser the two after that; the winner turns up the next. Only two left: one each (winner the face-up one) – the Soup then has 12 tricks.

CHANGING COURSE

- The **Duck** ends as soon as the last card is drawn from the stock. Before the next lead, each counts their **Duck points – 1 per face-down trick, 2 per face-up trick** – writes them down and puts those tricks aside.
- The **Soup** follows: play out your hands, no drawing. The **highest** card of the suit led wins, Ace high. Quacking works as before. Then count **Soup points** the same way.

SCORING

Your score for the deal = **Duck points × Soup points**.
Nothing in one course: **0** for the deal.

Duck 8 × Soup 9 = **72**.

Duck Soup 2/2

WINNING

- Play deals until someone reaches **250**, usually two deals. The higher total wins.
- **In the soup:** the loser with **under 125** in total loses a **double game** (counts as two lost games).
- **In the pond: 125 or more in one deal** wins a double game at once, without playing on.

TIPS

- **Balance beats volume:** six tricks in each course beat ten and two, because the scores are multiplied.
- **Save Aces:** the Ace wins its suit in both courses.
- **Low cards** are strong in the Duck, only discards in the Soup.
- **Keep pairs of one rank:** they let you quack, or protect you when your opponent quacks.

VARIANTS

- **Hidden stock:** the top card of the stock stays face down (Parlett's original rules).
- **Match play:** two out of three (or three out of five) games to 250; "in the pond" wins and "in the soup" loses two games at once.

34 ♠ Split Mind 1/2

2 players · Keeper wants even tricks, Shadow a gap · 3 rounds

THE CARDS

- **25 playing cards:** A–7 of ♥ ♦ ♣ (**colour cards**, Ace = 1) and 2♠ 3♠ 4♠ 5♠ (**elixirs**).
- **Elixirs** are worth a little **more than their number**: the 4♠ beats any 4, but not a 5.
- **Markers:** 8♥ 8♦ 8♣. **Track:** any 10 other cards. The rest is not used.

SETUP

- Choose the **Keeper** (wants **equal tricks**) and the **Shadow** (wants a **big difference**, either way). The Shadow deals every round.
- **Track:** the 10 track cards face down in a row. Each time the Shadow moves, turn one face up, from left to right.
- **Suit order:** three places for the 8s: **weakest – middle – strongest**.

DEAL AND EXCHANGE

1. Deal **10 each**; the last **5 go aside** face down, unseen.
2. **Exchange:** each lays cards from hand face down, then swap them at the same time: **1 card** in round 1, **2** in round 2, **3** in round 3.
3. Dealt **2+ elixirs?** Give away at least **one** elixir.

♠ 34

34 ♠ Split Mind 1/2

TEN TRICKS

- **First lead:** round 1 the Keeper; rounds 2–3 the Keeper if **fewer than 5** track cards are up, else the Shadow. The trick winner leads next.
- **Colour card led:** play the **same suit** – or an **elixir**, always allowed instead. With neither, any card.
- **Elixir led:** the leader names ♥, ♦ or ♣; play **that suit** if you can (no elixir then), else any card.

SUIT ORDER

- Each round starts with **no order**. The **first suit** played becomes the **weakest** (put its 8 there), the **second** the **middle**, the **third** the **strongest**.
- It lasts the round unless an elixir **resets** it. Elixirs have no suit.

WHO WINS THE TRICK?

- **Same suit:** the higher number. **Different suits:** the **stronger suit**.
- **One elixir:** first its **effect** (see Elixir effects), then the **higher number** wins – suits don't matter, and the elixir beats the same number.
- **Two elixirs:** no effect; the higher one wins.

♠ 34

35 ♠ Split Mind 2/2

ELIXIR EFFECTS

The effect depends on the **suit of the other card** in the trick:

OTHER	EFFECT
♣ **Steal**	The trick winner also takes **one trick of their choice** the opponent won earlier this round (if any).
♦ **Trade**	Both choose **2 hand cards** (1 if only one left) and swap them face down at once. After the last trick: nothing.
♥ **Reset**	All 8s off the suit order; from the next trick on, the first suit played is the weakest again.

MOVE THE SHADOW

- After 10 tricks, turn up as many track cards as the trick **difference**. Who won more doesn't matter – the Shadow **always** moves (6–4 → 2; 5–5 → 0).
- **Next round:** 8s off, shuffle all 25 cards (also the 5 set aside), deal.

END

- **The Shadow wins** at once when the **last track card** is turned up.
- **The Keeper wins** if a track card is still face down after round 3.

35 ♠ Split Mind 2/2

TIPS

- **Keeper, aim for 5–5:** too many tricks help the Shadow as much as too few.
- **Shadow, push either way:** take every trick – or none.
- **Your first lead** makes that suit the weakest: lead a suit you want to lose with.
- **Elixir against a club** steals a trick: a swing of two.
- **5 cards are out** each round: not every card you wait for will come.

VARIANT

- **Return match:** play twice, switching roles. As the Shadow score **1 per track card turned up**. Higher score wins; both 10 → fewer rounds wins; else a draw.

36 ♠ Final Approach 1/3

2 players · co-op, silent · land a plane in 7 rounds · jokers + ~20 coins

THE CARDS

- **Flight cards:** the **pilot** has ♠ ♣ A–6, the **co-pilot** ♥ ♦ A–6. A card counts its number, **Ace = 1**; suits don't matter.
- **Jokers:** redraws. **Coins:** other **planes**, **coffee**, the axis marker; the rest is the **supply**.

SETUP

Sit **side by side**: pilot left, co-pilot right.

- **Altitude:** K♠ K♥ K♣ K♦ Q♠ Q♥ Q♣ in a row. The **leftmost** card is your altitude: K♠ = 6000 feet, K♥ 5000 … Q♥ 1000, Q♣ = **touchdown**. A **joker** crosswise on K♠ and on Q♠.
- **Approach:** shuffle the twenty 7s–Jacks. **6** face down in a row above the altitude, the **Q♦ face up** at the right end: the **airport**. The leftmost card is your **current position**. Coins (planes) from left to right: **0 0 1 2 1 3**, airport **2**.
- **Axis:** 4 more cards face down in a row, a **coin** in the gap in the middle: the plane is **level**. Left: marks towards the pilot, right: towards the co-pilot; inner card 1 mark, outer 2.

36 ♠ Final Approach 1/3

SWITCHES

The last 10 cards face down. Pilot: **gear** (for 1/2, 3/4, 5/6) and **brakes** (for 2, 4, 6). Co-pilot: **flaps** (for 1/2, 2/3, 4/5, 5/6). Deployed switches stay face up. Leave room for **engines**, **radio**, **concentration**, **coffee**.

A ROUND

- **Briefing:** a joker on the current altitude card goes into the cockpit as a **redraw**. Talk freely about **what** you want – **not about values** or signals.
- **Draw:** each shuffles their 12 flight cards and draws **4** secretly; the other 8 are your face-down **pile**. **Silence** until all 8 cards are placed.
- **Placing:** the current altitude card shows who begins: **black – pilot, red – co-pilot**. Take turns placing **one** card face up on a free place you may use; its effect happens **at once**. Each place takes **one card a round** – radio: pilot 1 place, co-pilot 2; concentration: 3 cards.
- **End:** talk again. Each of you **must** have a card on the **axis** and the **engines** (any value, any time), or you have lost. Remove the leftmost altitude card (1000 feet lower); take back your flight cards.

37 ♠ Final Approach 2/3

AXIS

When the **second** axis card lies, the coin moves **as many marks as the difference**, towards the **higher** card; equal: it stays. Never reset. **3+ marks** off level: **spin** – lost.

ENGINES

When the **second** engine card lies, the **sum** is your **speed**:

SPEED	PLANE MOVES
≤ 4 + **gear down**	not at all
≤ 8 + **flaps out**	1 card
more	2 cards

- **Move 1 card:** remove the leftmost approach card (never the airport).
- **Collision:** you may only leave a card with **no coin** on it, else lost. Moving 2: both cards left must be clear.
- **Overshoot:** having to move while at the **airport**: lost.

RADIO

Count along the approach – **Ace** = current position, **2** = next card … – and take **one coin** from that card back to the supply, if there is one.

♥ 37

37 ♠ Final Approach 2/3

SWITCHES IN PLAY

- **Gear:** pilot, any order. Each gear down makes the "not at all" range **1 bigger**.
- **Flaps:** co-pilot, strictly **left to right**. Each makes the "1 card" range **1 bigger**.
- **Brakes:** pilot: **2**, then **4**, then **6**. For touch-down.
- A switch already up still takes a card of its value: no effect.

COFFEE

- **Concentration:** any card → a supply coin onto the coffee place (**max 3** waiting).
- Placing a card, either of you may spend coffees: each changes its value **±1** (1–6). Coins back to the supply at the round's end.

MORE RULES

- **Redraw:** at any time in a round, spend a cockpit **joker**: each of you may once shuffle any hand cards back into your pile and draw as many.
- **A card that fits nowhere:** lay it aside, no effect.

38 ♠ Final Approach 3/3

TOUCHDOWN

- **Too late:** Q♣ becomes your altitude while the airport is **not** your position: short of the runway → lost.
- **Too early** at the airport: keep the speed in the "not at all" range until touchdown, or you overshoot.
- **Touchdown round** (Q♣): played as usual, but the engines don't move the plane – the speed must be **within your brakes**:

BRAKES UP	NONE	2	2, 4	2, 4, 6
Max speed	–	2	4	6

- No brakes: you can't stop. Brakes deployed this round before the 2nd engine card count. Faster: off the runway → lost.

WIN AND LOSE

- **Landed – you win together** if at the end of the touchdown round: **no coins** on the airport, all **3 gear** and **4 flaps** up, the axis coin **in the middle**, speed within your brakes.
- **Lost** at once on a spin, collision, overshoot, coming down short or a missing axis/engine card; otherwise if a landing condition is missing. If you can't land any more, call it a crash.

♥ 8ε

38 ♠ Final Approach 3/3

TALKING

- **Allowed:** everything in the briefing and after the 8th card; rules questions any time.
- **Not allowed** from the draw to the 8th card: words, sounds, faces, pointing, tapping on places. In the briefing: nothing about values or signals.

LEVELS

Easy: plain. Normal: **busy sky** at 5000 ft. Hard: busy sky at 5000 and 3000 ft. Expert: busy sky at 5000 ft + **turbulence**.

- **Busy sky:** at the start of that round, before the briefing, whoever begins shuffles their 12 flight cards and turns the top one up: a new plane (supply coin) appears on the approach card that many places along (Ace = current position; too short: airport). The card goes back.
- **Turbulence:** unequal axis cards move the coin **one mark more** than the difference.

TIPS

- **Axis early,** with a 3 or 4 your partner can answer.
- **Radio before engines:** clear your position before the second engine card.

39 ♠ Rope Team 1/2

2 players · co-op, silent · tricks pull a coin along a ridge · uncover it in 3 deals

CARD ORDER AND STEPS

No jokers. Ranks high to low: **A K Q J 10 9 8 7 6 5 4 3 2**. Every card has **steps** – how hard it pulls the rope:

CARDS	STEPS
2 3 4 5 6 7	0
8 9 10 J	1
Q K A	2

SETUP

1. Sit **opposite** each other.
2. Shuffle; deal **9 cards face down in a row** across the table between you: the **ridge**.
3. Turn up the **middle** (5th) card: the **camp**. Put the **coin** on it.
4. The end of the ridge on **your left** is **your end**.
5. **Safety ropes** (matches or buttons) beside the ridge: **1** on Normal.
6. The dealer shuffles the other **43 cards** and deals **13 each**. The **17** left go aside face down, unseen: out of this deal.

39 ♠

Rope Team 1/2

A TRICK

- The **non-dealer leads** the first trick; then the trick winner leads.
- **Follow suit** if you can; if not, play any card.
- **Trumps:** none at first. As soon as a ridge card is turned up, **its suit is trumps**; each newly uncovered card makes **its** suit trumps instead. The camp doesn't count.
- **Winner:** the higher trump; with no trump, the **higher card of the suit led**. Another suit never wins.
- Put played cards aside face down; tricks aren't counted.

PULLING THE ROPE

After each trick the **winner** moves the coin **towards their own end** by the **steps of both cards** (0–4). Each ridge card is one step, face up or down.

- **0 steps:** the coin stays.
- **Uncovering:** the coin **stops on a face-down card** → turn it up. Its suit is trumps from the next trick.
- Cards the coin only passes over stay face down.

♥ 6Ɛ

40 ♠

Rope Team 2/2

FALLING

If the coin would go **beyond the end**, you fall and lose – unless you have a **safety rope**: discard one, and the coin stops on the **last card** at that end (turn it up if face down).

NEXT DEAL

After 13 tricks, if the ridge isn't uncovered: ridge, coin, trumps and safety ropes stay. Shuffle all 43 cards (played and set aside); the **other player deals** 13 each, 17 go aside, the non-dealer leads. At most **three deals**.

NO TALKING

Nothing about your cards or plans: no "I've got the Ace", no "let me win this one", no sighing, no pointing. Allowed: rules, whose turn it is, safety ropes left.

END

- **You win** together the moment **all 8** face-down ridge cards are face up – even mid-deal.
- **You lose** if you fall without a safety rope, or if the third deal ends first. Giving up early counts as a loss.

♥ 04

40 ♠

Rope Team 2/2

DIFFICULTY LEVELS

LEVEL	ROPES	TRUMPS	TALKING
Easy	2	yes	allowed – training
Normal	1	yes	no
Hard	0	yes	no
Expert	0	none	no

On Expert, uncovered cards make no trumps: the higher card of the suit led always wins.

TIPS

- **Low cards are your brakes:** a 2–7 doesn't move the rope. Play them near an end.
- **Near your own end, let your partner win;** near theirs, take the trick – the coin moves back to the middle.
- **The end cards are hardest:** the coin must stop exactly on them. A safety rope can help – it catches the coin on the end card and uncovers it.

VARIANTS

- **Open hands:** hands face up, still no talking – good for learning.
- **Two deals:** a shorter game with only two deals.

♥ 04

41 ♦ Cell Mates 1/2

2 players · co-op FreeCell, silent · one plays red, one black

GOAL

Together, sort all 52 cards (no jokers) onto four **foundations**, one per suit, from **Ace (low) up to King**. One of you moves only **red** cards (♥ ♦), the other only **black** (♠ ♣).

THE LAYOUT

- **Tableau:** 8 columns, spread downwards so all cards show.
- **Exposed card:** the last, uncovered card of a column – the only one you can move.
- **Free cells:** 4 shared spaces above left, **one card** each.
- **Foundations:** 4 spaces above right, empty at first.
- **Pass tokens** (coins, buttons) belong to the team.

SETUP

1. Choose who plays **red** and who **black**.
2. Shuffle and deal all 52 cards **face up**, row by row from left to right, into **8 columns**: columns 1–4 get **7 cards**, 5–8 get **6**.
3. **6 pass tokens** (Normal). Sit so both reach every column.
4. **Red begins**; then take turns.

Cell Mates 1/2

YOUR TURN

Move **exactly one card of your colour** – or pass. A move is:

- **Column → column:** onto the exposed card of another column that is **one rank higher and of the other colour** (a red 9 onto a black 10). So you always build onto your partner's card.
- **Column → free cell:** into an empty free cell.
- **Free cell → column:** onto a fitting exposed card, or into an empty column.
- An **empty column** takes any card, not only a King.

ONE CARD ONLY

No group moves: a **run** (cards at the end of a column built down in alternating colours, e.g. 8♥ 7♠ 6♦) moves card by card – and so only together.

FOUNDATIONS ARE FREE

Before and after your move you may put as many cards **of your colour** onto the foundations as you like – exposed cards and cards from free cells. An Ace starts a foundation, then the 2 of the same suit, the 3 … up to the King. It isn't a move and also works in a turn you pass. Never move your partner's cards, not even to a foundation. Foundation cards stay there.

42 ♦ Cell Mates 2/2

PASSING

Instead of moving, return one **pass token** to the box. You may pass even if you could move. With no token left, you must move if you can.

NO GOING BACK

The card you moved last turn may not go straight back to where it came from.

NOT A WORD

No talking about cards or plans, no pointing, gestures, sighing or hand hovering over a card. Allowed: rules, whose turn it is, tokens left. You read your partner's plan from their moves.

END

- **You win** together when all 52 cards are on the foundations.
- **One colour home:** when all 26 of your cards are on the foundations, your partner plays on alone, one move after another, with no pass tokens needed.
- **You lose** when it's your turn, you can't move and no token is left – or when you both see no more cards can reach the foundations (e.g. only pushing the same cards back and forth). Then say so and stop.

♦ 42

42 ♦ Cell Mates 2/2

DIFFICULTY LEVELS

LEVEL	FREE CELLS	TOKENS	TALKING
Easy	5	10	allowed – training
Normal	4	6	no
Hard	4	3	no
Expert	3	3	no

- With *c* empty free cells you can move a run of up to *c* + 1 cards; it takes **2*n* – 1** single moves for *n* cards, starting with the owner of its last card.

TIPS

- **Think in pairs of moves:** what does your move let your partner do?
- **Leave your partner a harmless move** when you set something up.

VARIANTS

- **Signal coin (easier):** each has a coin. At the end of your turn you may put it on an exposed card or empty column: "please leave this free". Move or take it back at the end of any of your turns.
- **Mixed suits (harder):** one plays ♥ ♣, the other ♦ ♠. Building still goes red on black.

43 ♠ Scoundrel for Two 1/2

2 players · co-op: both heroes survive the dungeon · 25 minutes

THE CARDS

All **52 cards**, no jokers.

CARD	IS A	VALUE
♣ ♠ all	**monster**	2–10, J 11, Q 12, K 13, A 14
♥ ♦ J Q K A	**monster**	11, 12, 13, 14
♦ 2–10	**weapon**	its number
♥ 2–10	**potion**	its number

SETUP

1. Shuffle all 52 face down between you: the **dungeon**.
2. Each hero has **20 health**; write both down. **Never above 20.**
3. Leave room for a face-down **discard pile** and each hero's weapon.
4. Decide who **leads** the first room.

Talk freely – all cards on the table are open. The leader has the **last word** about their room.

43 ♠ Scoundrel for Two 1/2

LEADING A ROOM

- Turn up dungeon cards until **4** lie face up: a **room**. The leader chooses:
- **Avoid:** all 4 **under** the dungeon, deal a new room. The same hero leads it and **must face** it – **never avoid twice in a row**.
- **Face:** take **3 of the 4**, one after the other, in any order. Each takes effect at once – normally on the leader. The **4th stays** for the next room.
- Then the **other hero leads**: turn up 3 new cards to join the one left.

THE HELP CARD

- **One** of the 3 cards may go to the **partner**, who uses it at once as if they had taken it:
- a **weapon** – they must equip it (their old one is discarded);
- a **potion** – they heal;
- even a **monster** – they fight it, bare-handed or with their own weapon.
- Only **1 card per room.** Nothing else changes hands: no giving away an equipped weapon, no sharing health.

♠ 43

44 ♠ Scoundrel for Two 2/2

WEAPONS (♦)

- You **must equip** a diamond: face up in front of you. Your old weapon and the monsters on it go to the discard pile. **One weapon** per hero.

POTIONS (♥)

- Add its value to your health (max 20), discard it.
- **1 per hero per room:** a second potion for the same hero in the same room is discarded **without effect** – but the leader may drink one and give the other as the help card.

MONSTERS

- **Bare-handed:** lose its **full value**; discard it.
- **With your weapon:** lay it on the weapon, overlapping so the weapon's number shows. Lose **monster – weapon** (0 if the weapon is as strong or stronger).
- **Wear:** once a weapon has killed a monster, it only works against monsters **≤ the last one** on it. Fight stronger ones bare-handed; keep the weapon.

♥ 44

44 ♠ Scoundrel for Two 2/2

THE LAST ROOM

- The **17th room** you face empties the dungeon. Its leader **can't avoid** it and takes **all 4** (help card allowed).
- **50 or 54 cards** (variants): the last room isn't filled up to 4; its leader takes them all.

WIN OR LOSE

- **Win** together: last card taken, **both** heroes alive.
- **Lose** together as soon as **either** hero is at **0** or below.
- **Score:** won = both healths added (**40** perfect); lost = minus all monsters in dungeon and room.

TIPS

- **Two weapons:** keep one fresh, strong weapon for Kings and Aces; let the other hero handle small monsters.
- **The 4th card** goes to your partner's room: leave a monster **their** weapon can handle.

VARIANTS

- **Easier:** without the red Aces (50 cards).
- **Harder:** both jokers as monsters worth **15** (54).
- **Strict weapons:** only monsters **strictly lower** than the last one on it.

45 ♥ Common Cause 1/2

2 players · co-op rummy: meld every card before the stock runs out · no talking · 25 minutes

MELDS

- **Set:** 3 or 4 cards of the **same rank** (7♥ 7♠ 7♦).
- **Run:** 3+ cards of **one suit in sequence** (4♣ 5♣ 6♣). Order A 2 … 10 J Q K; the **Ace is low or high** (A-2-3 and Q-K-A), but never round the corner: K-A-2 is no run.
- **Jokers** (both) are wild. In a run, name the card: "The joker is the 6♣." In a set it stands for any missing suit.

SETUP

1. Shuffle all **54 cards** (with both jokers). Deal **10 each**. Keep your hand hidden from your partner.
2. Turn up the next card: the **discard pile**.
3. The other **33** are the **stock** – your **clock**. Put cards from it **aside unseen** for your level:

LEVEL	ASIDE	STOCK	TALKING
Easy	5	28	allowed
Normal	11	22	no
Hard	16	17	no

The **younger** player begins; then take turns.

45 ♥ Common Cause 1/2

EVERY MELD NEEDS BOTH OF YOU

- **Never** lay down a complete meld from your own hand. Lay an **open start** instead: exactly **2 cards, no joker**, that one more card turns into a meld:
- a **pair:** 7♥ 7♠ – another 7 or a joker;
- **neighbours** in a suit: 4♣ 5♣ – 3♣, 6♣ or a joker;
- **one gap:** 4♣ 6♣ – 5♣ or a joker.
- Put your open starts on your side. Only your **partner** can complete one, with a fitting third card from their hand (a joker is fine). Then it is a **complete meld** that belongs to you both.
- **At most 2** open starts each on the table at a time.
- Never add to your own open start; never take it back.
- **Lay off:** either of you may add fitting cards to complete melds (7♣ on 7♥ 7♠ 7♦; 3♣ or 7♣ on 4♣ 5♣ 6♣). A set has at most 4 cards.

NO TALKING

- Not a word about your cards or plans: no "I've got a 7", no pointing, no sighing. **Allowed:** the rules, whose turn it is, cards left in the stock.

46 ♥ Common Cause 2/2

YOUR TURN

1. **Draw** from the **stock**, or take the top **discard** – only if you place it this turn.
2. **Place** (optional, any number, any order): an **open start** (max 2 on the table) · **complete** a partner's start · **lay off** · **swap a joker:** replace a joker in a complete meld with the real card it stands for; the joker goes to your hand.
3. **Discard** one card face up (none if your hand is empty).

YOUR DISCARD IS YOUR MESSAGE

- Usually: "I don't need this." Hold the card that completes **your own** open start? Discard **exactly that card**: your partner may take it and complete your start – no stock card used.

EMPTY HAND

- You are **not** out: keep taking turns. Draw (stock, or the top discard if you can place it); complete or lay off if you can, else discard it.

46 ♥ Common Cause 2/2

WIN OR LOSE

- **Win** together as soon as **both hands are empty** and **no open start** is left.
- **Lose** when a player must draw, the **stock is empty** and they can't place the top discard. The discard pile is **never** turned over.
- An open start that can no longer be completed (the cards it needs are buried in the discard pile, no joker to be had) means the game is lost: stop and deal again.

TIPS

- **Start with pairs:** two cards and both jokers complete them.
- **Read the discards:** a card that fits your partner's start is an offer.
- **Keep a joker for the end:** it completes any open start.

VARIANTS

- **Open hands:** hands face up, still no talking – for learning.
- **Ace low:** A-2-3 only, not Q-K-A.
- **Three open starts** each instead of two.

47 ♣ Cross Sums

REACH THE TARGETS TOGETHER

- One deck, no jokers. **A = 1**. Club targets upright = value, crosswise = value + 10; no repeated rank. Fixed row targets, **freely assigned column targets**.
- Shuffle scenario cards, **deal 3 random cards each**, hands open. Three face-up **market** cards, rest stock; discards beside it. Youngest starts; alternate. Discussion allowed.

YOUR TURN

- **Optional exchange once:** discard a hand card, take a market card. Then a grid action; after exchanging, you may skip that action.
- **Grid action:** place/cover a number; old card stays underneath, spent. Only top counts. Or play an action card.
- **Jack:** discard it, swap two whole occupied grid stacks.
- **Queen + number:** exchange your number with a top grid card; take that card into hand, discard only Queen. Lower cards stay spent.
- Then **refill to 3 from the market**. Replenish each taken market slot immediately from the stock. Never reshuffle discards.

47 ♣ Cross Sums

THE FIRST SIX SCENARIOS

Rows top to bottom; column targets in any order.

NO.	ROWS	COLUMNS
1	9, 12	6, 7, 8
2	9, 12, 15	7, 13, 16
3	10, 13, 16	8, 14, 17
4	13, 14, 10	9, 12, 16
5	13, 11, 10	8, 12, 14
6	11, 14	6, 7, 12

- **Numbers:** 1–2 A–6, 3–6 A–7; hearts, spades, diamonds. From 2, Jacks; from 3, Queens, each in hearts and spades.
- **Win:** full grid, each row matches its target, columns fulfil every column target exactly once. Repeated values allowed. Full grids may be corrected.
- **Pass:** stock and market empty, or no legal action. Two consecutive passes = loss. To retry, shuffle all play cards including lower grid cards.
- **In playtesting.** All 50 scenarios via the QR code.

48 ♣ Mind the Gap

2 players · co-op pyramid of differences · 15 minutes

VALUES

- **A = 1**, 2–10, **J 11, Q 12, K 13**. Suits don't matter.
- **Difference** of two cards = higher − lower (4 and K: 9).

THE PYRAMID

- **10 places** in 4 rows: the **target** alone on top, then 2, 3 and 4 at the bottom, offset like bricks. Each card above the bottom row **rests on two**: below left and below right.
- **Difference rule:** every card resting on two cards is **their difference**. So **never two equal ranks side by side** (0 is no card).
- An empty place is a **gap**. Fill **any gap**, in any row, at any time – as long as every card now resting on two follows the rule.

SETUP

1. Shuffle. Turn up cards until an **A–8** comes (put 9 or higher under the deck): the **target**, face up at the top.
2. Deal **5 each**, hidden. The rest face down: the **stock**. Beside it a face-up **discard pile**, spread so all its cards show.
3. **Coins** for the team: **Easy 8** (talking allowed) · **Normal 6** · **Hard 2** · **Expert 1** (all 10 ranks in the pyramid different, target A–7 only).

Decide who begins; then alternate.

48 ♣ Mind the Gap

YOUR TURN: EXACTLY ONE

- **Place** a hand card in a gap (rule kept), then draw. Free.
- **Discard:** pay 1 coin (out of the game), put a hand card on the discard pile, draw. You must, if you can't or won't place.
- **Take back:** pay 1 coin, move any pyramid card except the target to the discard pile. No draw.
- **Pass:** only when no coin is left and you can't place.
- A wrong card goes back to your hand; play again. Stock empty (rare): play on without drawing.

DEAD ENDS

- A gap would need 0 or more than 13, or a rank whose 4 cards all lie in the pyramid or the discard pile: it can't be finished. Take a card back.

NO TALKING

- Nothing about your hand or plans: no "I need an Ace", no pointing, no sighing. **Allowed:** rules, whose turn, coins left, checking arithmetic – and what the pyramid **already forces** ("that gap must be a Queen").

WIN OR LOSE

- **Win:** all 10 places filled, every card follows the rule.
- **Lose:** it can't be finished and no coin is left to take back – or you both pass in a row.

49 ♣ Euler's Officers

2 players · co-op placing puzzle with 16 cards · 15 minutes

THE SQUARE

- Only the **16 officers**: all A K Q J. Lay them as a **4 × 4 square**. A **line** is a row or a column (on Expert also both corner-to-corner **diagonals**).
- **Rule of the square:** no line may ever hold two cards of the **same rank** or of the **same suit**. So a full line holds every rank and every suit once.

SETUP

- Shuffle the 16 and deal **8 each**, face down. Look at your hand; don't show it.
- Put the **take-back tokens** (coins) for your level in the middle. The non-dealer begins; then alternate.

YOUR TURN: ONE OF TWO

- **Place** a card from your hand face up on any **empty place** – the rule must still hold. Gaps are fine.
- **Take back:** return a token to the box and take **any card** from the square into your hand (your whole turn).
- Placed cards stay until taken back. Empty hand: you are skipped.
- **Stuck** (none of your cards fits any empty place): you **must** take back.
- **Slip:** a card breaking the rule goes straight back; place another. Free.

49 ♣ Euler's Officers

NOT A WORD

- Nothing about your cards or plans; no pointing, gestures or groaning. **Allowed:** rules, whose turn it is, "take back".
- Your partner holds exactly the cards that are neither in your hand nor in the square.

DEAD ENDS

- A square can die long before anyone is stuck. Check: every **empty place** can still take a card not yet in the square; every **card not yet placed** still has a place; every **line** can still get each missing rank and suit. (A fourth check is hidden on the website.)

WIN OR LOSE

- **Win** together as soon as all 16 cards are in the square.
- **Lose:** stuck with **no token** left – or you agree the square is dead and have no token left.

LEVELS

- **Easy:** 3 tokens, talking allowed · **Normal:** 1 token · **Hard:** 0.
- **Expert:** 0 tokens, the **diagonals** count, at most **30 s** per turn – whoever hasn't acted by then loses for the team.

50 ♥

Pot Luck

2 players · co-op: build pots of exactly 21 · 15 minutes

SETUP

Values: A = 1 or 11, 2–10 as shown, **J Q K = 10**; suits don't count.

1. **Level** (see back) – Normal: **1 open card** each, **1 life** (coin), **target 13** pots.
2. Deal **4 each**; the rest face down: the **stock**.
3. Each lays their **open card** (Easy: two) face up – still part of your hand, but visible.
4. Leave room for **three pots** and the team's **score pile**. The **younger** player begins; then alternate.

YOUR TURN

- **Play 1 card** (hidden or open) onto a pot, **sticking out towards you** – so the top card shows who played it. Say the new total.
- **Never on your own card:** not onto a pot whose **top** card is yours. Empty pots are open to both.
- **Exactly 21:** the pot **scores** – its cards face down onto the score pile.
- **Over 21: bust** – one life coin back to the box, the cards out of the game. No life left: **lost**.
- Then **draw** 1. Played your open card? Turn up a hidden one as the new one.
- **No safe card?** Play one anyway; you choose which pot busts.

50 ♥

Pot Luck

TALKING

- Nothing about your **hidden** cards, and don't ask or tell anyone where to play: no "I've got a 7", no pointing, no groaning. **Allowed:** pot totals, rules, lives, stock, score – and cheering.
- Your **open card** is your signal: with an open 7 you can finish a pot at 14 that has your partner's card on top.

END

- **Win** together as soon as the team has scored its **target**.
- **Lose** as soon as a pot goes bust with no life left.
- **Stock empty:** no more drawing; you may **pass** instead of playing. If you both pass in turn, or both hands are empty, before the target: lost.

LEVELS

LEVEL	OPEN CARDS	LIVES	TARGET
Easy	2	2	12
Normal	1	1	13
Hard	1	0	14
Expert	0	0	14