

# CARD GAMES (2 × 54 CARDS)

FOR 1 OR MORE PLAYERS OF AGE 7+

EN

## CANASTA

**Number of players:** 2-6, but preferably 4

When the number of players is 4 and 6, two players always play together (sitting at the table opposite to each other).

**Number of cards in game:** 104 cards and jokers

**Card sequence:** 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A, Joker

### Card values:

Joker	50
deuce, ace	20
8 to K	10
black threes, 4 to 7	5
red threes	Players discard red threes received from the deal and during the game on the table and take another card from the deck instead. They have no point value.

### Game preparation:

The dealer shuffles the cards. The player to his right cuts them. He is allowed to publicly view the last three cards from the top packet and if there is a joker, a deuce or a red three among the three, he is allowed to keep them (he gets fewer cards when dealing). Each player is dealt 13 cards. If at least one of the sides is already playing with a lay out limit of 150, 15 cards are dealt to everyone. Same applies for the 2 or 3 player variant. The rest of the cards are placed on the table as a deck, which is used to draw cards as the game progresses.

### Beginning of the game:

First player (the dealer) takes the first card from the deck on the first turn. He can decide whether to keep it or discard it into the discard pile and take another card instead. In subsequent turns, players choose only to take the top card of the deck or the discard pile.

### Taking a card from the discard pile:

A player may only take a card from the discard pile if they have 2 cards of the same rank in their hand and uses them immediately to lay out. After laying out, they take the entire discard deck and may continue in laying out.

### Red three:

If a player takes a red three, they place it on the table and take another card instead.

### Lay out limit:

Depends on the number of points played. Player has to reach the limit without counting cards from the deck except the top card. Red threes do not count towards the limit, but the bonus for laid out canasta is, if any.

Points	Minimum for take out
less than 0	15
0 to 1 495	50
1 500 to 2 495	90
2 500 to 4 995	120
5 000 to 9 995	150

### Lay out:

A minimum of three cards of the same rank can be laid out. Additional cards can be added to the cards already laid out. Even to canasta. A joker or deuce can be used as substitution for any card, but there always has to be more original cards than jokers and deuces in the group of cards dealt together. Cards can only be added to their own side's groups.

### End of Turn:

A player ends a turn by placing one card on the discard pile.

### Blocking:

If any player discards a black three, the player to their left may not take the discard pile on that turn or close the game. In case of any player discards a deuce or a joker, it is not possible to take the discard pile or close the game for one full round.

### Start-up:

Discard pile can't be taken or game closed for the first three rounds.

### Game Closure:

The game may only be closed by the player who has laid out or added all cards from their hand – except one. The game is closed by placing the last card from the hand face down on the discard pile. The game can only be closed if their side has at least one laid out canasta.

When closing the game (and only then) three or more black threes, or 2 and 1 joker, etc. as with other cards, may be laid out.

### Game rating:

For each player/party, points are added for:

#### • *created canastas*

Wild Joker Canasta (4 jokers and 3 deuces)	2 000 points
wild deuce canasta (7 or more jokers/deuces)	1 000 points
pure canasta (7 or more cards of the same rank)	600 points
Dirty canasta (7 or more cards of the same rank using at least one joker to replace the original card)	300 points

#### • *laid out cards*

Cards from canasta are no longer counted, if no canasta is formed, points are deducted.

#### • *red threes*

1–3	100 points for each
4	800 points
5	1 000 points
6	1 200 points

If no canasta is formed, points are deducted.

#### • *game closure*

(bonus 300 points)

#### • *first lay out and closing of the game within one turn (hand closing)*

100 points

#### • *value of cards in hand is deducted*

### End of game:

The first player or party to score 10 000 points wins.

### 2 player version of the game

In a two or three player game, each player plays for himself. At the beginning of the round, each player is dealt 13 cards in a three-player game and 15 cards in a two-player game. In a two-player game, a player may draw two cards at the start of his turn. If this rule is used, a player can't end the round, unless he has at least two canastas.

## RUMMY (also known as Jokers)

**Number of players:** 2–6

**Number of cards:** 104 cards and jokers

### Card values:

Aces	when laid out before 2 are worth 1, but when laid out with J, Q, K, A are worth 10
2–10	the value of the card
K, J and Q	10 points
Joker	according to the value of the card it replaces (if used with triple or quartet, it is worth 15 points)

### Goal of the game:

The aim of the game is to build up card combinations. Objective is to get rid of all cards in hand by laying out the combinations and adding cards to them. Whoever succeeds in getting rid of all cards in hand first, wins.

### Card combinations:

Each card combination must consist of at least three cards. The joker represents a card of any value. There can't be more than half of the cards replaced by jokers in a card combination.

### Types of combinations:

Triple	group of 3 cards of the same rank but of different suit (can't be 2 of a kind)
Quartet	group of 4 cards of the same rank but different suit
Straight	sequence of 3 cards of consecutive values of the same suit
Straight row	straight consisting of more than three cards of the same suit
Color row, or flush	is a set of cards of the same suit (admittable only in some variants of the game). It can be laid out at the end of the game to end it. Closing card that is discarded on the discard pile may be of any suit even different from the flush.

### Game progress:

At the start of the game, each player is dealt 12 cards (sometimes it is 13 or, conversely, only 10 or 8). The foreman – the player to the left of the dealer – receives one more card and

starts the game by discarding unnecessary card. The rest of the cards make up the drawing deck (talon) and are placed face down on the table.

After the first card is discarded next to the talon, which represents the drawing deck, one after another, players continue in play in clock-wise direction. Each player has two options. They either draw one card from the drawing deck, or take the card that the previous player discarded. He is then obliged to take one card from his hand and discard it to the discard pile. If it happens that the entire drawing deck is dealt, we take the discarded cards and turn them face down to form a new drawing deck.

**Lay out has two variants:**

At the start of the game, a limit is set for the first lay out (usually 40 points). The player who makes this lay out, may, during the course of the game, add cards to all card combinations laid out on the table (including those laid out by opponents). The joker in an already laid out combination may be exchanged for the corresponding card, but it must be used immediately in a new card combination. Even if a player lays out one or more card combinations on the table, they have to draw and then discard/toss/reject one card, according to the above rules.

The second option is to close the game from the hand. The player lays out 12 cards of one suit and discards the thirteenth card of any suit on the discard pile. This ends the game immediately and means the highest ranked play.

**Scoring:**

There are +10 points for closing the game. The other players sum up the point values of the cards they have left in their hand and that's how many points they get, minus points of course. When closing out of hand, the opposing players receive double the minus points.

The recording of the game score varies in the rules. Either player plays to one hundred minus points and whoever exceeds that limit is out of the game. Or, penalty points are recorded throughout the evening, the final total is then divided by ten and the points scored determine the ranking of all participants. Sometimes even this point difference is evened out monetarily.

**Variants of Rummy:**

**Robbery (bus):**

Played in nearly the same way as the classic Rummy game. However, the player is allowed to draw from the discard pile only if he immediately lays out the card or adds it to an already laid out card combination. The game is nicknamed „robbery“ because players are allowed to rob and smash their own and their opponent's card combinations laid out openly on the table. The opponent is simply allowed to take individual cards or break up entire combinations and add their own cards to them. However, as a general rule, he may not leave only two cards as card combination on the table after the robbery. In addition, cards obtained by breaking the card combinations have to be immediately laid out again without any exception.

**Vienna:**

Played with 104 cards and 2 jokers. Each player gets ten cards. Otherwise, the game is played according to conventional rules, without lay out directly from the hand. A player who holds any cards not yet grouped to card combination may end the game, but the value of these cards must not exceed a total of five points. In addition, they have to alert their opponents to their intention by tapping the cards on the table. Then, one last round is played. Anyone exceeding the 101 penalty points is out of the game.

**Rummy with a tap:**

If a player discards a card to the discard pile, the player who is not currently on turn, but is interested in that card, taps on the table. In that case, they may take that card, but has to take two cards from the drawing deck with it. They may also not discard any card.

**TEXAS HOLD´EM POKER**

**Number of players:** 2–10

**Number of cards:** 104 cards (excluding jokers)

**Game Objective:**

The objective of Texas Hold'em Poker is to reach the highest valued five-card poker hand out of two cards dealt and five common cards. The values of each hand are described below.

**Poker scoring from highest to lowest:**

Straight Flush	Five consecutive cards of the same suit
Four of a kind	Quartet of cards of the same rank
Full House	three cards of the same rank and one pair of cards of the same rank
Straight Flush	Five cards of consecutive ranks of any suit – Aces may be considered as high or low card
Three of a kind	three cards of the same rank
Two Pairs	two pairs of cards of the same rank
One Pair	one pair of cards of the same rank
High Card	A high card (Ace, King, Queen, Jack, Ten, Nine, etc.)

**Game progress:**

Players draw lots to see who will deal first. A „Dealer“ token is placed in front of the dealer. After each game, the „Dealer“ token moves clockwise to the next player to deal. The dealing player deals two cards face down to each player. These are the „Pocket Cards“. Players may not show these cards to opposing players.

**The first round of betting will take place (see below for betting rules).**

When finished, the dealer lays out three cards face up in the centre of the table. These common cards are called the „Flop“. At the end of the game there will be five common cards on the table. These remain in the centre of the table and all players may use them in their final five-card poker hand. After the Flop, each player has two pocket cards and three common cards.

**A second round of betting takes place.**

The dealer places a fourth common card on the table. This card is sometimes called the „Turn“ or „Fourth Street“.

**A third round of betting takes place.**

The dealer again lays out another, fifth common card on the table. This is called the „River“ as in River of Dreams.

**The fourth and final round of betting takes place.**

**Card reveal:** each player tries to use the most advantageous five-card hand consisting of both common cards and their own „pocket cards“. Players who have not yet folded (resigned from the round) and are still in the game show their hands. The highest value wins the pot. If the highest hand is the highest hand of five common cards dealt, the players still in the game will split the pot equally between them.

**Betting:** In order to ensure a constant presence of money in the pot, each game starts with so-called „blinds“. Before the players look at their two cards (Pocket cards), the player to the left of the dealer bets half the minimum bet and the next player bets the minimum bet.

Now everyone looks at their cards and the third player continues betting. This is done only once, at the first round of betting. The betting is always done in clockwise order and is started by the player to the left of the dealer.

This player has three options: they can bet, fold (return his cards and skip the round) or check (leave the betting opportunity to the next player). All bets are placed on the table and form a pot. After the initial betting, if any, the rest of the players in the round have three options.

They can either fold (resign from the game), call (to even the previous player's bet) or raise (call and raise). Betting is complete when all remaining players have played at least once and have contributed with the same money amount to the pot. The total value of the raise in a betting round should not exceed three.

Unless otherwise agreed prior to play, players are allowed to check or call in their first turn, and raise only in their second turn. The bet size and the number of raises shall be agreed before the start of the game. During the first two rounds, each bet and raise has to equal the minimum bet, and in the last two rounds the bet and raises have to be equal to the maximum bet. The minimum bet should be half of the maximum bet, for example, the minimum bet can be two chips and the maximum bet four chips.

You can also choose to play without limits. You set the size of the „blinds“ and/or the „antes“ as well as the opening bet. Each player can then bet any amount of money they have in front of them on the table. They can even bet all their chips at once (all-in). Usually the game is played with „bets at the table“. This means that during the game, only chips that were in play at the beginning of the game can be used. At the same time, it is not possible to force a player to fold a poker hand because they do not have enough chips to call the bet.

A player who does not have enough to call the bet is declared „all-in“.

Note: All-in is a situation where you bet your remaining chips. The player is entitled to a portion of the pot up to the moment their last bet is placed. All subsequent actions of other players take place in a „side pot“, which can't be won by a player in an all-in position.

**BRIDGE**

**Number of players** 4

**Number of cards in play:** 52 cards (half of the canasta cards, excluding jokers)

**Card values:**

Spades	highest suit
Hearts	second highest suit
Diamonds	third highest suit
Clubs	lowest suit

Each suit contains thirteen cards: ace (highest), king, queen, jack, ten, nine, eight, seven, six, five, four, three and two (lowest).

Bridge is a four-player game.

Unlike most games where everyone plays for themselves, bridge is a pairs game. It is most usually played at a square table, with your partner sitting opposite you and your opponents sitting to your left and right. In bridge, the positions of the players are represented by the cardinal points, so we can say that North has South as its partner, while East has West as its partner.

**Bridge is a tricks game.**

In the game, the players gradually, in clockwise order, play one card of their hand (face up) and place it on the table. When all have done so, each such quadruple of cards forms a trick. Trick means 4 played cards, one from each player. At the start of the game, each player has 13 cards in their hand, so there are 13 tricks in total.

**Each individual game consists of four phases:**

Shuffling and dealing  
 Auction (bidding)  
 Passing (actual play for tricks)  
 Evaluation (scoring)

**Shuffling and dealing**

One player shuffles the deck thoroughly and then deals the cards (one at a time) so that each player receives 13 cards. The dealing player begins the next phase – **the auction**.

**Auction (bidding)**

The aim of the auction is to determine (estimate) the number of tricks that the player and their partner will get during the hand. Players do this by bidding on commitments. Players take turns bidding in clockwise direction. If a player does not want to commit, they pass, if they want to offer a commitment, they have to offer more than the previous bid. The auction ends when 3 players in succession have passed.

**The last offered commitment (contract) determines:**

the attacking line, which tries to win the contract, and the defending line, which tries to prevent the opponents from fulfilling the contract;
the number of tricks the offensive line has to gain during the hand;
whether the game is a no-trump game or whether one of the suits is a trump suit;
the lead player (declarer), who in the current hand chooses which cards to play from partner's hand;
partner of the main player (dummy), who, after the opening lead, lays all the cards on the table and no longer actively participates in the game;
starting player making the opening lead – player to the left of the declarer.

**Passing (actual play for tricks)**

This phase is the actual play with cards. The aim of the players is to get as many tricks as possible. The attacking line wins, if they get the same or more tricks than their auction contract. Otherwise, the defending team wins.

**Winning tricks**

The player who adds the first card to the trick is called the starting player (and the first card of the trick is called the opening lead or lead card). The starting player may play any card from their hand. However, the other players are required to play the same suit (symbol) that was played by starting player into the trick. In card slang, „honour the suit“ or „declare the suit“. Unlike other card games however, it is not necessary to give a higher card (overbid). If any player does not have any card from played suit, they can add any of their cards to the trick.

The highest card in the played suit wins the trick.
If there is a trump in the trick, the highest trump card gets the trick.
The player who won the previous trick starts the next one.

The hand ends when all 13 tricks have been played.

**Evaluation (scoring)**

Points are awarded to pairs according to the number of tricks played and the type of contract.
The attacking line scores points for each trick played depending on the type of contract (suit of trumps).
However, the first six tricks do not count towards the contract.

**Scoring table for strokes played**

Contract	Cheap suits (clubs and spades)	Expensive suits (hearts and diamonds)	No trumps
1	20	30	40
2	40	60	70
3	60	90	100
4	80	120	130
5	100	150	160
6	120	180	190
7	140	210	220

The attacking side receives in addition a bonus for fulfilling the contract, depending on the amount of commitment.

**Bonuses for the contract**

Contract	Cheap suits (clubs and spades)	Expensive suits (hearts and diamonds)	No trumps
1	50	50	50
2	50	50	50
3	50	50	300/500
4	50	300/500	300/500
5	300/500	300/500	300/500
6	800/1 250	800/1 250	800/1 250
7	1 300/2 000	1 300/2 000	1 300/2 000