NERTS

THE DEAL

Nerts Pile - Each player deals a pile of 10 cards - all cards face-down (Nerts Pile) and four cards face-up side by side (work pile). The remainder of each player's cards are held face-down as a stock pile. These cards will be turned three at a time onto a face up stack, forming the player's waste pile. Players sit across from each other with a common space in the middle where the foundations will be played.

THE PLAY

Players play simultaneously as fast as they like, not taking turns, moving cards around building on the foundations in the common area. The players' main objective is to eliminate their Nerts piles, by playing cards from them onto their work piles or onto foundations. The first player to exhaust all of their Nerts pile may call "Nerts" and the game ends. Cards being moved from one point to another may complete their move, but no further play is allowed.

OBJECT OF THE GAME

Players race to get rid of the cards from their Nerts Pile by building them from the ace up onto common foundations.

NUMBER OF PLAYERS

2, 3, or 4 players or teams of 2

THE PACK

One deck per player or team. Each deck a different color. No jokers.

RANK OF CARDS

(low) A 2 3 4 5 6 7 8 9 10 J Q K (high)

Only one card at a time may be moved, except when moving a block of cards from one work pile to another. You can only move cards within your own hand and into the common area. You cannot touch another player's cards or take cards out of the common area.

If two or more players try to play to the same foundation at the same time, the first played card (generally the one which ends up lowest in the heap) stays there, and all other players must return the cards they had just tried to play to their previous positions. You are never forced to play a card if it isn't in your best interest - you can always wait.

WORK PILES

A player's four work piles begin with one card each. Work piles are built in descending order, alternating spades/clubs and hearts/diamonds, overlapping the cards (like solitaire). You can move any card in one of your work piles onto another of your own work piles if it fits. When a blank space results, fill it with a card from your Nerts pile. The exposed cards of each of the four work piles are available to be played onto the foundations.

NERTS PILE

These cards remain face down throughout the round. Cards from the top of your Nerts pile can be turned over and played onto empty spaces in your work piles. Once in your work pile, they can be moved to an existing work pile or foundation pile if they fit.

When your Nerts pile becomes empty, you may call "Nerts!" to end the round!

FOUNDATIONS

Foundations piles are built in the common area. They always begin with an ace, and can be built up by playing the next higher card of the same suit (for example the nine of spades on the eight of spades) until the king is reached.

Players can always start new foundation piles by placing any available ace in the common area. The cards available for playing to foundation piles are: the exposed cards of each work pile, and the top card of the waste pile. Any player may play onto any foundation. When a foundation is filled up to king, it is turned over and set aside.

NERTS CONTINUED

STOCK & WASTE PILE

Turn over cards from your stock three at a time and put them face-up onto your waste pile (the waste pile has no cards at the start of play). Be sure to keep the cards in the same order when you do so. The top card of your waste pile may be played to one of your work piles or to a foundation pile if it fits. If there are only one or two cards left in the stock, place them on the waste pile, and then turn the waste pile over to start a new stock; do not pick up the waste pile and place it underneath so that you can deal three cards.

If it happens that all players are stuck (no further legal moves), or no one wishes to play any more cards, then everyone picks up their waste pile to re-form their stock, and then puts the top card of the stock on the bottom. (This happens frequently in a two-player game and rarely with more players.) If you get stuck but others can still play, you have to wait for everyone else to get stuck (or decide they do not want to make any more moves) before you are allowed to transfer your top stock card to the bottom.

HOW TO KEEP SCORE

When someone calls “Nerts!” play ends and scoring takes place. Each player or team scores one point for each of their own cards they played in the common area by the end of the round. All players, except the one who called Nerts, subtract two points for every card left in their Nerts pile when play ended.

If all players get so stuck that no card in their stock will play, play stops and the score is calculated as usual. In this case everyone will have to subtract two points for each card that is left in their Nerts pile. The first player to reach 100 wins!

PLAYING TEAMS

If playing in teams, 1 player holds the Nerts pile and 1 player holds the stock & waste pile. Both players can move and play cards in the foundation, work, waste and Nerts piles.

SWOOP

THE DEAL

Shuffle all the decks together. Recommendation is to use a "wash shuffle" - spreading cards on the table face down and moving in circles to mix them up.

Each player draws 19 cards: 4 mystery cards face-down (don't look at them), 4 board cards placed face-up one on top of each of the mystery cards, and 11 hand cards. Arrange hand cards in numerical order. The remaining cards can be set aside.

STARTING

Select a player to start the first round. For each of the following rounds, the winner of the previous round goes first.

THE PLAY

Each player may play cards from their board and/or from their hand when it is their turn. Alternatively, a mystery card not covered by a board card can be played. Play starts with the player selected to start the round. That player plays any single card or multiple matching cards from their hand and/or their board into the center pile. You CANNOT play more than 4 matching cards per turn.

Matching cards are those which have the same number value (1 to 12). Any single card, multiple matching cards, or a Swoop card can be played to start the game.

OBJECT OF THE GAME

Get rid of all your cards in your hand by Swooping or completing a four of a kind.

NUMBER OF PLAYERS

3 - 12 players

THE PACK

3 - 5 Players: 2 decks of cards
6 - 8 Players: 3 decks of cards
8 - 12 Players: 4 decks of cards
Jokers included.

RANK OF CARDS

(low) A 2 3 4 5 6 7 8 9 J Q K (high)
10s & Jokers - Swoop Cards

Playing high numbers early is recommended, as they are increasingly difficult to play as the round progresses. Play then proceeds to the next player. The next player can play any single card or multiple matching cards with a number value equal to or less than the card(s) last played into the center pile.

Players are not required to play all matching Hand and board cards. Figuring out how many matching cards to play and how many to keep is a key element to the strategy and fun involved when playing SWOOP. When playing into the center pile, the player calls out the total number of matching cards now in the center pile

SWOOPING

A Swoop occurs when 4 of the same numbered cards are played into the center pile or playing a Swoop card (10 or Joker). Number cards cannot be played with Swoop cards.

When you Swoop, the entire center pile is moved from the center of the table to the Stack and the player's turn continues. The player can again play any single card or multiple matching hand and/or board cards, an uncovered mystery card, or a Swoop card. A player may have multiple Swoops within a single turn.

TAKING THE PILE

A player must take the center pile if unable to play card(s) equal to or lower in value to the last card played to the center pile or a Swoop card. When taking the center pile, the player must still "play" exactly one card so that all players can see it. That player then takes the entire center pile, included the card they just played, into their Hand, and their turn is over. The next player now has an empty center pile to which they can play any card or matching cards of their choice. There is no limit to how many cards a player can have in their hand.

SWOOP CONTINUED

MYSTERY CARDS

A player may play a mystery card that is not covered by a board card at the start of their turn or following a SWOOP. When a player turns over a mystery card, they MUST play it. If the value is higher than the last center pile card played, they must take the center pile. When playing a mystery card, the player can also play any matching board or hand cards.

WINNING THE GAME

The round is over when a player has no remaining hand, board, or mystery cards. Play continues until a player reaches a predetermined score. For 3 to 5 players, 300 to 500 points and for 6 or more players, 250 to 300 points. The player with the LOWEST score at the end of the game is the winner.

KEEPING SCORE

A game starts with each player having a score of zero (0) points. For each round, the player who goes out gets zero (0) points. Each of the other players total the points of their remaining hand, board, and mystery cards using the point values printed on each card. These point totals get added to each player's running total score. Points are as follows:

Ace = 1 point each
Number Cards 2 to 9 = face value
Face Cards = 10 points each
Swoop Cards (10 & Joker) = 50 points each

CAMP

SET UP

Divide players into teams of 2. Partners sit directly across from each other.

Before play, each team privately decides on a non-verbal signal (gesture, word, or body movement) to indicate when they have four of a kind. Signals must be secret from opponents and cannot be used for other meanings.

Agree on a dealer. Dealer shuffles and deals.

DEALING

Deal 4 cards to each player. Place the remaining deck face down as the stock. Deal 4 more cards face-up in a 2x2 grid in the middle of the table.

OBJECT OF THE GAME

The first team to get four of a kind and have your partner shout “Camp” to score a point

NUMBER OF PLAYERS

At least 4 players with teams of 2. Up to 12 players with 6 teams possible.

THE PACK

Standard 52 card deck.
No Jokers.

GAME PLAY

There are no turns. All players play simultaneously.

Players can swap one or more of their own cards for the face-up cards in the middle, then discard an equal number of different cards to keep a 4-card hand. If no one wants to swap, the dealer removes the face-up cards and deals 4 new ones. Players can keep swapping until no one wants the current face-up cards.

WINNING A HAND

If you have four of a kind, signal your partner with your agreed signal. Your partner must shout “Camp” to score 1 point for your team. If your partner shouts “Camp” before you signal, you lose a point. Opponents can also shout “Camp” to score against you if they have four of a kind.

The first team to complete the word CAMP (by scoring points) wins!

SPOONS

DEAL

Arrange the spoons in a small circle in the center of the table and deal four cards to each player.
Agree on a dealer. Dealer shuffles and deals.

THE PLAY

Each player tries to make four of a kind. The dealer takes a card off the top of the deck to have five cards in their hand, removes one and passes it face down to the left. Each player discards to the person on their left.

The last player places their discard into a trash pile. Cards are picked up and passed quickly around the table until someone gets four of a kind and takes a spoon from the center. Once the player with four of a kind takes a spoon, anyone can take a spoon. The player left without a spoon gets a letter. If at any time the draw cards run out, pause to reshuffle the trash pile and keep going.

OBJECT OF THE GAME

Players take turns trying to collect a four-of-a-kind. Once someone does, everyone tries to grab a spoon. Without a spoon, you get a letter. If a player spells "S-P-O-O-N", they're out! The last player standing wins!

NUMBER OF PLAYERS

At least 3 or more players.

THE PACK

Standard 52 card deck plus a number of spoons using one or fewer spoons than the number of players in the game

HOW TO KEEP SCORE

The winner is the last player remaining. Players move closer to elimination each time they don't get a spoon and take the next letter in the word S-P-O-O-N. Spell it and you're out.

GOLF

DEAL

Each player is dealt 6 cards face down from the deck. The remainder of the cards are placed face down, and the top card is turned up to start the discard pile beside it. Players arrange their 6 cards in 2 rows of 3 in front of them and turn 2 of these cards face up. The remaining cards stay face down and cannot be looked at.

THE PLAY

The object is for players to have the lowest value of the cards in front of them by either swapping them for lesser value cards or by pairing them up with cards of equal rank. Beginning with the player to the dealer's left, players take turns drawing single cards from either the stock or discard piles. The drawn card may either be swapped for one of that player's 6 cards, or discarded. If the card is swapped for one of the face down cards, the card swapped in remains face up. The round ends when all of a player's cards are face-up.

A game is nine "holes" (deals), and the player with the lowest total score is the winner.

EACH ACE COUNTS 1 POINT.

Each 2 counts minus 2 points.
Each numeral card from 3 to 10 scores face value.
Each jack or queen scores 10 points.
Each king scores zero points.
A pair of equal cards in the same column scores zero points for the column (even if the equal cards are 2s).

OBJECT OF THE GAME

The player with the lowest score by the end of 9 holes (rounds) wins!

NUMBER OF PLAYERS

2, 3, 4

THE PACK

Standard 52 card deck.

KINGS IN THE CORNER

DEALING & SET UP

Deal 7 cards to each player. Place remaining cards face-down in the center as the stockpile. Turn up 4 cards from the stockpile and place them in a cross (N, S, E, W) — these are the foundation piles.

GAME PLAY

Player to the left of the Dealer starts.

On your turn, draw one card and make as many valid plays as possible. Then it's the next player's turn

WINNING

Play cards on foundation piles in descending rank and alternating color (e.g., red 9 then black 8).

Kings go in the corners of the cross layout. Only Kings can start these corner piles.

Move a full pile onto another if the top card fits in descending/alternating order.

Play on empty foundation spots with any valid card or sequence.

OBJECT OF THE GAME

Get rid of all your cards by playing them in descending, alternating-color sequences on the foundation piles.

NUMBER OF PLAYERS

2-4 players

THE PACK

Standard 52 card deck.
No Jokers.

RANK OF CARDS

(low) A 2 3 4 5 6 7 8 9 10 J Q K (high)

WINNING

First player to get rid of all their cards wins the game.

HOW TO KEEP SCORE

If playing multiple rounds, players score penalty points for the remaining cards in their hands (e.g., 10 points for face cards, 1 point for aces), and the player with the lowest score after an agreed number of rounds wins