



**OFFICIAL HOUSE PARTY GAME GUIDE**

# FOUR-CARD GOLF

**GETTING STARTED:** A standard 52-card pack is used, and the number of players could be from 2 to 8, though the game is best for four people. With a large number of players (8 or more) two packs may be shuffled together. The deal and play are clockwise.

The dealer deals 4 cards to each player, one at a time. Each player's cards are to be arranged face down in a square. The remaining cards are placed face-down in the centre of the table to form a drawing stack. The top card of the stack is turned face up and placed beside the stack to start the discard pile. Before play begins, each player may look once at the two nearest cards of his or her square layout, without showing them to anyone else. After this, the layout cards may not be looked at again until they are discarded during play or scored at the end of the play.

**THE PLAY:** The player to the dealer's left begins, and the turn to play passes clockwise. At your turn you must either draw the top card of the face-down stack, or draw the top discard, or knock to cause the play to end.

- If you draw a card, you may use it to replace one of the four cards of your layout, but you are not allowed to look at any of your layout cards before deciding which to replace. You place the drawn card face-down in your layout, being careful to remember what it is, and discard the card that previously occupied that position, putting it face-up on top of the discard pile. It is then the next player's turn.
- If you draw a card from the stock and decide that you do not want to use it in your layout, you may simply discard the drawn card face up on the discard pile, and it is then the next player's turn. However, if you choose to take the discard, you must use it to replace one of your layout cards - you cannot simply put it back on the discard pile, leaving the situation as it was.
- If you knock, you do nothing else in your turn. Each of the other players in order has one more normal turn (in which they draw a card from the stock or discard pile but cannot knock) and then the play ends.

**SCORING:** At the end of the play, each player's square of four cards is turned face-up and scored as follows.

Each numeral card scores face value (Ace=1, Two=2, etc.)

Each Jack or Queen scores 10 points.

Each King scores zero points.

The player who has the lowest cumulative score after nine deals (or holes) wins.

# NINETY-NINE

**GETTING STARTED:** Each player begins the game with 5 pennies (or chips). Deal out 3 cards to each player from a standard 52-card deck (if more than 4 people are playing use 2 decks and give each player just 3 pennies). The undealt cards are placed on the table to form a face-down stack.

**THE PLAY:** The player to the left of the dealer starts and the turn initially passes clockwise. On each turn you play one of your three cards face-up to the centre of the table, call out the total value of the face-up pile (as per the table below), then draw the top card from the stack. When the face-up pile is empty the count is zero. For each card played add the pip value of the card played to the total value of the pile. Jacks and queens count as 10. The following cards cause special effects:

Ace - increases the value of the pile by one or eleven, at the player's choice.

Four - the value of the pile remains the same but the direction of play reverses.

Nine - counts as zero - the value of the pile remains the same and play passes to next player in turn.

Ten - increases or reduces the value of the pile by ten, at the player's choice.

King - the value of the pile is set to 99.

If you cannot play without taking the value of the pile over 99, you lay down your hand. The play ends, and you toss one penny into the center; players who have no pennies left drop out of the game. After each hand, the deal passes to next player to the left of the previous dealer who is still in. Hands continue till only one player has any pennies left, and that player is the winner.

When someone plays a nine or a four they repeat the value of the pile, calling out "pass to you #" or "back on you #" respectively. For example here is part of a four-player game; play is currently running clockwise. Player 1 plays a King and says "99". Player 2 plays a nine and says (looking at player 3) "pass to you 99". Player 3 plays a four and says (looking at player 2, since play order will now run counterclockwise until another four is played) "back on you 99". Player 2 plays a ten and says "89". Player 1 plays a eight and says "97". Player 4 plays a four, looks at player 1 and says "back on you 97" (now we're back to clockwise), and so on.

When there are only two players, there is no longer any difference between clockwise and counterclockwise play. The player to your left is also the player to your right. Therefore, playing a four has no effect on the turn order when there are two players - the pile value remains the same and it is the other player's turn, just as though you had played a nine.

This game should be played fast. It is easy to forget to draw a replacement after you play a card. If that happens it cannot be corrected afterwards - you must get by with just two cards for the rest of the hand.

# SLAPJACK

Divide the pack roughly equally between the players. Everyone holds their cards as a face down pile. Going around the table clockwise, each player places the top card of their pile face up in the centre of the table, making a face-up pile. When someone plays a jack, the first player to slap it - i.e. put their hand palm down on top of the centre pile - wins the centre pile and adds these cards face down to the bottom of their own pile. Play then continues starting with the player to the left of the one who won the cards.

When playing a card you must not peek at it in advance; you must turn it over so that everyone sees it at once. It is best if the card is moved to the centre of the table face down and then turned "away from" the player (so that if anything the others will see it a split second before the player).

If several people slap, the person whose hand is underneath (i.e. in contact with the card) is the winner of the cards. A referee might be needed if you are very competitive about this.

If a player slaps a card that is not a jack, the player who slapped has to give the top card of their own pile face down to the person who played the card that they wrongly slapped. That person adds it to the bottom of their own pile.

If you run out of cards you no longer play a card when it is your turn, obviously. You are still entitled to take part in the slapping of the next jack and if you win you are back in the game. If someone else wins, or if you meanwhile slap a card that is not a jack, you are out of the game.

When one player has all the cards, that player wins. If you wish, you can play with the time limit, and if no one collects all the cards before then, the person holding most cards when the time limit is reached is the winner.

# HEARTS

**OBJECT OF GAME:** The object is to avoid scoring points. The game is ended by someone reaching or going over 100 points, and the winner is the player with the lowest score at this point.

**DEAL AND PASSING:** Deal and play are clockwise. All the cards are dealt out one at a time, so that everyone has 13.

On the first hand, after the deal, each player passes any three cards face-down to the player to their left. When passing cards, you must first select the cards to be passed and place them face-down, ready to be picked up by the receiving player; only then may you pick up the cards passed to you, look at them and add them to your hand.

On the second hand each player passes three cards to the player to their right, in the same way. On the third hand each player passes three cards to the player sitting opposite. On the fourth hand no cards are passed at all. The cycle then repeats until the end of the game.

**THE PLAY OF THE HAND:** The person who holds the 2 of clubs must lead it to the first trick. The other players, in clockwise order, must play a card of the suit, which was led if possible. If they do not have a card of that suit, they may play any card. The person who played the highest card of the suit led wins the trick and leads to the next trick.

It is illegal to lead a heart until after a heart has been played to a previous trick, unless your hand contains nothing but hearts. Discarding a heart, thus allowing hearts to be led in future, is called breaking hearts. In general, discarding a penalty card on a trick is called painting the trick.

A player whose hand consists entirely of hearts may lead any heart, thereby breaking hearts, even if hearts have not previously been broken.

Players are permitted to lead spades to any trick after the first. In fact it is a normal tactic to lead lower spades to try to drive out the queen. This is sometimes known as smoking out the queen.

**SCORING:** Normally, each player scores penalty points for cards in the tricks which they won. Each heart scores one point, and the queen of spades scores 13 points. However, if you manage to win all the scoring cards (which is known as a slam or shooting the moon), your score is reduced by 26 points, or you may choose instead to have all other players' scores increased by 26 points.

The game continues until one player has reached or exceeded 100 points at the conclusion of a hand. The person with the lowest score is then the winner.

# CHEAT

One standard pack of 52 cards is used. All the cards are dealt out to the players; some may have more than others, but not by much. The object is to get rid of all your cards. Select at random who should go first and continue clockwise.

On the table is a discard pile, which starts empty. A turn consists of discarding one or more cards face down on the pile, and calling out their rank. The first player must discard Aces, the second player discards Twos, the next player Threes, and so on. After Tens come Jacks, then Queens, then Kings, then back to Aces, etc.

Since the cards are discarded face down, you do not in fact have to play the rank you are calling. For example if it is your turn to discard Sevens, you may actually discard any card or mixture of cards; in particular, if you don't have any Sevens you will be forced to play some other card or cards.

Any player who suspects that the card(s) discarded by a player do not match the rank called can challenge the play by calling "Cheat!" or "I doubt it!" (depending on what you call the game). Then the cards played by the challenged player are exposed and one of two things happens:

- if they are all of the rank that was called, the challenge is false, and the challenger must pick up the whole discard pile;
- if any of the played cards is different from the called rank, the challenge is correct, and the person who played the cards must pick up the whole discard pile.

After the challenge is resolved, play continues in normal rotation: the player to the left of the one who was challenged plays and calls the next rank in sequence. The first player to get rid of all their cards and survive any challenge resulting from their final play wins the game. If you play your last remaining card(s), but someone challenges you and the cards you played are not what you called, you pick up the pile and play continues.

# SCUM

**GETTING STARTED:** The aim is to get rid of all your cards as soon as possible. The last player left with cards is called the scum. About 4 to 7 people using a standard 52 card pack. The suits are irrelevant and the cards rank, from high to low, 2 A K Q J 10 9 8 7 6 5 4 3.

**PLAY:** The game is played clockwise. All the cards are dealt out. Some players may have one more than others. The player to dealer's left starts by leading (face up) any single card or any set of cards of equal rank (for example three fives). Each player in turn must then either pass (i.e. not play any cards), or play face up a card or set of cards which beats the previous play.

A single card is beaten by any higher single card. A set of cards can only be beaten by a higher set containing the same number of cards. For example: if the previous player played two sixes you can beat this with two kings, or two sevens, but not with a single king, and not with three sevens (though you could play two of them and hang onto the third). It is not necessary to beat the previous play just because you can - passing is always allowed. Also passing does not prevent you from playing the next time your turn comes round.

The play continues as many times around the table as necessary until someone makes a play which everyone else passes. All the cards played are then turned face down and put to one side, and the player who played last (and highest) to the previous "trick" starts again by leading any card or set of equal cards. When a player whose turn it is to play has no more cards left, the turn passes to the next player in rotation.

**SOCIAL STATUS:** The first player who is out of cards is awarded the highest social rank - the President - the next is Vice-President, then Citizen and so on down. The last player to be left with any cards is known as the Scum.

For the next hand the players move seats. The President selects the most comfortable chair, the Vice President sits to the President's left, and so on around to the scum who sits to the President's right.

The Scum is responsible for shuffling, dealing and clearing away the cards when necessary (and anything else the President declares). As the players are now seated clockwise in order of rank, the first card is dealt to the President, the second to the Vice President, and so on down. When the deal is complete, the scum must give his highest card to the President, and the President gives back in exchange any card, which he does not want. The President then leads any card or set of cards and the game continues as before.