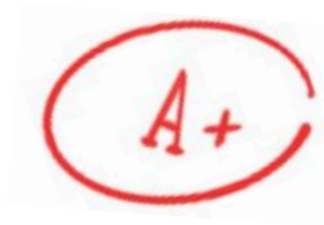


Deadline

4 player card game

Standard deck of cards with 2 jokers required to play



Game Setup

1. The dealer shuffles the deck and gives each player 7 cards. Players are to keep their hands hidden from the other players during play.
2. The remaining cards form the draw pile in the center of the table
3. Flip one card over to start the discard pile
4. The dealer starts the game

Objective

Players work to build complete “assignments” (sets or runs of three) in order to score well on the midterm and final.



Complete assignments:

A set of 3 or more cards of the same rank

(Example: three 7s of different suits)

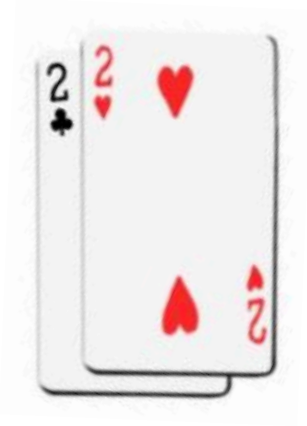
OR

A run of 3 or more cards in sequence of the same suit

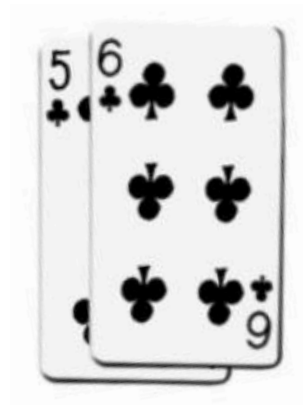
(Example: 4♦, 5♦, 6♦, +)



Incomplete assignments:



A set of 2 cards



A run of 2 cards

The student that scores the most points at the end of the Final Exam wins.

- **Completed assignments are worth the value of the highest card played.**

Ace = 1 point Jack, Queen, and King = 10 Points

- **Unplayed cards are worth their negative value at the end of the game.**

Receiving a JOKER:

Receiving a Joker is a disadvantage in the final scoring of the game and handicaps a player during play. They should be avoided, but can **NOT** be discarded. A Joker may only leave your hand if another player draws it from you after a rotation. *See scoring on the last page for more information.



First half of the semester:

- The dealer becomes the “leader” for each round of the game.
 - On your turn:
 - Draw 1 card from either the top of the discard pile or the main deck at the center of the table.
 - Discard 1 card.
 - Play continues clockwise until 1 full rotation.
 - Starting with the game’s leader, each player must then take a card from the student to their right and place it face down in front of them.
 - Once everyone has a new card, they may pick it up and add it into their hand.
 - After 3 full rotations, and 3 rounds of the card exchange, students face the midterm.
-

The Midterm

During the Midterm, all students are expected to:

- Play any completed assignments and place them in front of them face up.
- Play any incomplete assignments (at least 2 cards that begin a set or run).
 - Optional: Play onto another player’s assignments for “Extra Credit” that counts toward your score later. These cards are placed horizontally above any submitted assignments.

***Preview the illustration on the next page for an example of card layout.**

- Beginning again with the game’s leader, everyone draws back up to 7 cards.

- The normal class schedule resumes and students complete another 3 rotations.
- **You must wait until the final exam to play on existing assignments.**

After 3 more rotations, the Final Exam begins

- ### Card Placement and Scoring - Example

[illegible]

Scoring (Grading)

Jokers:

- If you draw a Joker during the game, you must keep it in your hand. You cannot discard it.
- A Joker may only leave your hand if another player draws it from you after a rotation.
- Scoring penalty: At the end of the game, a Joker cancels out your lowest-scoring completed assignment.
 - If you have no completed assignments, it cancels one of your extra credit cards.

Completed Assignments (sets/runs of 3)

- Take the score of the highest value card in the assignment. For example,
 - $8\spadesuit = 8$ points in a run of $6\spadesuit, 7\spadesuit, 8\spadesuit$
 - $7\heartsuit = 7$ points in a set of three 7's
- A completed assignment with **(four or more)** cards is worth an additional 3 points

Incomplete Assignments (sets/runs of 2) & Extra Credit cards

- 1 point per card in play

Unplayed cards in hand are worth the negative value of their face value. For example,

- $9\clubsuit = -9$ points

Winning: The player with the highest total score after the Final Exam is the winner!