

The Cards We're Dealt (Version 2)

Ideal Number of Players: 4 (5 with Joker)

Materials:

16 Character Cards

36 Number Cards

(This game can be played with a standard card deck - if no Jokers, ignore the *Joke of Society* rules)

Objective:

Gain the most points throughout the entirety of the game

Gameplay:

Four players separate the Character cards from the Number cards.

Deal out the people and number cards to each player in separate stacks.

Each player takes the top Character card from their stack and “becomes” that character that round. Place the Character card face up in front of you.

Players shuffle the remainder of the cards in front of them (including remainder of Character cards) and all pass them to the player to the left of each other.

Turns consist of taking a card from the hand passed to you to place face down in front of you.

However, depending on the Character card that you got determines your limitations or advantages within the turn [REFER TO “GAME PIECE RULES”]

Keep track of your score by adding the numbers in your head during the round.

Character cards have their point value below the character title.

Keep passing around the hands until the cards run out. If during the round you cannot take a card due to your players rules, still take a card and put it next to your actual hand on the table in front of you which acts as a discard pile (which does not add to your score)

The End of a Round:

Before points are officially added up, each player can attempt to gain more points or decrease other players' points by what is laid out by the rules of each Character card. Refer to the "Game Piece Rules" section for what each player can do.

After doing the above moves, each player adds up their points and whoever has the greatest number value wins.

Play again and experiment with different Character cards and their advantages and limitations!

Game Piece Rules:

Character Cards

The Queen Boss:

DURING THE ROUND: Can only take even numbers

AT THE END OF EACH ROUND: Can take any card from anyone's hand *except* the King's and add it to your hand no matter the number AND can remove a card from someone else's hand and discard it if they so choose.

King Pin:

DURING THE ROUND: Can only take cards 7 or higher

AT THE END OF EACH ROUND: Can take TWO cards from peoples hands or discard piles but if only a 7 or *lower* (from two separate players OR from the same player).

Jack of All Trades:

DURING THE ROUND: Cannot take any cards 8 or higher

AT THE END OF EACH ROUND: Can take TWO cards from anyone's discard pile ONLY but can keep them only if they are an 8 or higher.

The Ace:

DURING THE ROUND: Can only take odd numbers and the number 10

AT THE END OF EACH ROUND: Can take a card from anyone's hand or discard pile and add it to your hand no matter the number.

Joke of Society:

DURING THE ROUND: Can only take cards 5 or lower

AT THE END OF EACH ROUND: Can take a card from anyone's discard pile and add it to your own hand no matter the number.

Number Cards:

Simply correspond to the number of points