

Rule Set 1.0

Player Numbers

- 4 players.

How to Play

1. Players are dealt FOUR cards each.
2. LOWEST card goes first.
3. Play goes CLOCKWISE.
4. When a player plays a card, they will draw from the DRAW PILE so they have FOUR cards in their hand at all times.
5. LAST person to put the highest card on top of the pile wins the PILE.
6. Players with the most cards in their piles WINS.

Card Values

1. Suits have different values: Clubs < Spades < Diamonds < Hearts.
2. 2 is the lowest and Ace is the highest.
3. Jokers are wild cards and allows the player to take the current pile.
4. Pairs can be played if the player has no cards to play and reset the highest number in the current pile. Jokers can be used to create a pair.
5. Players can ask to randomly swap a card with another player who consents to a swap. Swaps must be done face down.

Rule Set 1.1

Player Numbers

- 3-4 players with a single standard deck of cards.

How to Play

1. Players are dealt FOUR cards each.
2. LOWEST card goes first. Play starts CLOCKWISE.
3. When a player plays a card, they will draw from the DRAW PILE so they have FOUR cards in their hand at all times.
4. LAST person to put the highest card on top of the pile wins the PILE.
5. When a PAIR of cards is played, play goes COUNTER CLOCKWISE.
6. Players with the most cards in their piles WINS.

Card Values

1. Suits are all equal.
2. 2 is the lowest and Ace is the highest.
3. Jokers can be any value.
4. Pairs can be played to reset the highest number in the current pile. Jokers can be used to create a pair.

Rule Set 1.2

Player Numbers

- 2-3 players with a single standard deck of cards.
- 4+ players with two standard decks of cards.

How to Play

1. Players are dealt FOUR cards each.
2. LOWEST card goes first.
3. When a player plays a card, they will draw from the DRAW PILE so they have FOUR cards in their hand at all times.
4. If a player has more than FOUR cards in their hand
5. LAST person to put the highest card on top of the pile wins the PILE.
6. Players with the most cards in their piles WINS.

Card Values

1. Suits are all equal.
2. 2 is the lowest and Ace is the highest.
3. Jokers can be any value.
4. Pairs can be played to reset the highest number in the current pile. Jokers can be used to create a pair.
5. Pairs can be played on top of other pairs.

Rule Set 2.0

Player Numbers

- 4 players.

How to Play

7. Each player gets a QUEEN.
8. Players are dealt TWELVE cards each.
9. Players decide amongst themselves who goes first.
10. Players can choose to ATTACK (card played face up in front of another player's Queen) any other queen or DEFEND (card played face down in landscape orientation in front of their queen) on their turn.
11. A successful DEFENSE or ATTACK is the higher value card.
 - a. On a successful attack, the attacking player captures the defending player's Queen and discards their attack card.
 - b. On a successful defense, nothing happens and the attacker has to retreat, while the defender discards their defense card.
 - c. A player cannot attack the same Queen twice in a row.
12. An unsuccessful DEFENSE or ATTACK is the lower value card.
 - a. On an unsuccessful defense, the player loses their Queen and any captured Queens, and leaves the game until there is only one Queen left. Their defense card is also discarded.
 - b. On an unsuccessful attack, the player retreats and discards their attack card.
13. Player with all the Queens captured wins.

Card Values

6. Suits are all equal.
7. 2 is the lowest and Ace is the highest.
8. Jokers not in play.