

Shithead! Rule Sheet

A card game for 2 to 5 players

(Neanderthal Rules)

Shithead is a card game for 2 to 5 players using a standard deck of playing cards. This game is very common with travellers/backpackers from around the world. Because of this, there are many variations to the rules. This is the ruleset created by Dave Davidson of neanderthal EXTREME.

The game starts with all players being dealt 9 cards. The aim of the game is to not be the last player with cards in their hand. This is the Shithead, the first player to burn all of their cards is the king of the Shitheads.

There are special cards called Power Cards, these influence the game mechanics in different ways. Ace's are high and the suits mean nothing, we only care about numbers in Shithead!. However feel free to add a Joker or 2 for even more cruel ways to punish your opponent.

This turn based card game can see your luck can change with just the turn of 1 card. Enjoy the game Shitheads! Let's learn Shithead!

Gameplay

The game needs at least 2 players to a maximum of 5 players unless multiple decks of cards are being used.

The game starts with each player being dealt 3 face down base cards, followed by 6 facedown play cards. The remaining cards are placed face down in the middle of the play area, this is known as the draw stack. After dealing is complete each player must review their 6 play cards and place any 3 or them face up on the 3 base cards. The first dealer can be picked either at random, by coin toss, rock/paper/scissors or any other way you wish.

The game can be started by the player that has the most number 4 cards. If no-one has any number 4 cards then move on to the number 5 cards then number 6 cards and so on until someone can start the game by placing their lowest card face up next to the draw stack, this will start the play stack. From here work in a clockwise direction with players placing cards on top of the previously played card either matching the number or a higher number of the previously played card. You must replace every played card with cards from the draw stack (*unless you have 3 or more cards*) until there are no more cards to draw.

If you can't place a card you have to pick up the play stack of cards and add them to your hand. Keep playing until there is only 1 player with cards left. They become the Shithead!

The first player to burn all of their cards becomes the king of the Shitheads. The king always deals the cards for the next game.



Rules

1. Ace's are high
2. As long as there are cards in the "draw stack" each player must have a minimum of 3 play cards at all times.
3. If you are able to use a card, you must use it on your turn. No picking up the play stack to save a nice/power card for later.
4. The dealt base cards can't be used until the player has used all their in hand cards.
5. Face down base cards must be used at random and can't be viewed before playing them.
6. If there are 3 or more players in a game. Unfortunately players can't finish with a number 10 card.
7. 4 of a kind burns the play stack. It doesn't matter how 4 of a kind is made. The player to place the 4th card burns the play stack and starts a new one. 3's are ignored as invisible.

Power Cards

The number 2 card

The number 2 card resets the play stack to the lowest number. The number 2 card can be played on **any** other card. After this card has been played, **any** card can be played next.

The number 3 card

The number 3 card or "chameleon card" is an invisible card. It copies and becomes the same as the card as it's played on. This card can be played on **any** other card. After this card is played the next player must obey the rules of the card the number 3 card is played on.

The number 7 card

The number 7 card is a reverse card. This card must be played in ascending sequence. When this card is played the next player must play either a 7 or lower*.

The number 8 card

The number 8 card is a miss a turn card. This card must be played in ascending sequence. When this card is played the next player is skipped for 1 turn. The next player must place either an 8 or higher card*.

The number 10 card

The number 10 card is the Burn Card. This card burns the play stack and can be played on **any** other card. After a player has played the number 10 card they then start a new play stack with any card they wish.

Joker card (optional)

The Joker card is the nastiest of all cards. Flashing this card to the next player forces them to pick up all the cards from the play stack. After flashing this card, the player burns the Joker card and starts the play stack again with any card.

****Card numbers 2, 3 and 10 can be played on any card at any time.***

