American
Game Rules

How to Win!
- The object of American is to get rid of all the cards in the deck, your 3 cards facing up, your 3 cards facing down, and the cards in your hand.

An Overview of the players/cards
- This game is for 2 players and requires 1 deck of cards
- Suites are not important in American, only ranks (2,3,4,5,6,7,8,9,10,J,Q,K,A)
- There is a deck of cards and a pile
- Each player has a set of cards as follows:
    - 3 cards facing down
    - 3 cards facing up
    - A hand of cards

Game Setup
- After shuffling, the dealer deals <u>3 cards down</u> to the opponent;
  these are the opponent's "down cards"
- The dealer deals <u>3 cards down</u> to himself/herself;
  these are his/her "down cards"
- The dealer deals <u>3 cards up</u> to the opponent;
  these are the opponent's "up cards"
- The dealer deals <u>3 cards up</u> to himself/herself;
  these are his/her "up cards"
- The dealer deals a <u>hand</u> of 3 cards to the opponent
- The dealer deals a <u>hand</u> of 3 cards to himself/herself
- NOTE: The player is automatically the dealer in the computer game

Play *American*
- At the beginning of each turn, you must choose a card or cards to throw on the pile
- In order to throw a card onto the pile, it must be of a higher rank than the top card on the pile
  (i.e. a 7 has a higher rank than a 3, 4, 5, or 6)
- If you cannot beat the top card on the pile, you *must* pick it up
- If you have < 3 cards in your hand after throwing a card onto the pile,
  you must draw a card if there are cards left in the deck
- You *may* throw multiple cards of the same rank at 1 time
  (i.e. 6 of Spades, 6 of Clubs, and 6 of Hearts)
- Aces, 2s, and 10s are special cases of cards
    - Aces, 2s, and 10s can be laid down on top of any other card
    - Aces cannot be beat except by another Ace, 2, or 10
    - 2s reset the pile so any card may be thrown on top of it
    - 10s kill the pile and remove them from play. If the player throws a 10,
      he/she must draw (if allowed), throw a second card, and draw again (if allowed)
- Once the cards are dealt, the player with the lowest card takes his/her turn first
- Play continues with each player taking a turn, one after the other
- Once all of the cards are removed from the deck, cards may no longer be drawn
- Once all of the cards are removed from the deck and a player's hand,
  that player can pickup his/her 3 cards facing up, forming a new hand
- This player must then remove all cards from his/her new hand.
  Once done, the player is allowed to pickup his/her down cards, forming another new hand
- This player must again remove all of the cards from his/her new hand to win

Credits
- This card game was created by Matthew G. Latas
- The computer program was designed and developed by Nicholas C. Schnack