

Shithead

(Shed / Magic Fingers)



2-5 Players / Shedding

To shed all cards, either being first (magic fingers), or not last (shithead)

The Deal

Each player is dealt three face-down cards, of which players are not allowed to see or change. Three face-up cards are dealt on top of the face-down cards, and three cards are dealt face-down to become the player's hand.

Before play starts, players inspect their hand and can switch out face-up cards for cards in their hand, aiming to produce a strong set of face-up cards for later in the game.

Gameplay

Play starts with the first player in a clockwise direction from the dealer to hold a two (if no twos, a three and so on). All cards from all players are played into a central pile as the game proceeds. Players must lay cards of equal or higher value (Ace is high) than the previous card laid. If a player has two cards of equal value they may lay them at the same time.

Every time a card is laid, the player must draw from the stockpile to keep 3 cards in their hand, until the stockpile is depleted. If a player cannot lay a card they must pick up the entire central pile and end their turn.

If four cards of equal value are played in a row (can be between multiple players) the central pile is burned and taken out of play.

When a player has no more cards in their hand, they may play the face-up cards, and then the face-down blind cards. If a player runs out of cards they are eliminated, and win. The final player is declared the 'shithead' and loses.

Magic Cards

Cardsoc Standard Rules

- 2** — A 'pass', the next player may play anything in their hand
- 5** — A 'invisible pass', the next player must follow the card underneath
- 7**—The next card must be lower than the card below the 7
- 10**—Burns the pile and removes it from the game

Optional Wildcards

- 8**—The next player misses their turn
- 9**—Reverses the direction of play
- 9♠**—Every player passes their hand to the left
- Jack**—The next player must pick up the pile of cards
- Ace**—Players may nominate another player to play a magic card. If they cannot, they pick up the pile.