Durak Rules

**Beginning the Game**

1. Remove the following ranks from the deck (talon): 2, 3, 4, 5, Joker
2. Shuffle the talon.
3. The top card of the talon is revealed for all to see. The suit of this card becomes the trump suit for the game. Lay this card aside (out of play).
4. Each player looks at the cards they’ve been dealt. The player who has the lowest trump card plays first. If neither player has trump, we’ve elected to go with the lowest card in general. If there is a tie, deal new hands.

**Phase 1 – Deck Building**

1. The game starts with an attacking step. The player who goes first now must begin an attack.
2. The attacker may play whichever card they choose from their hand.
3. The defender reciprocates by laying down a card that is both of the same suit and of higher rank.
   1. Alternatively, the defender may elect to play a trump card at any point, as long as the card that is currently laid by the attacker is either a lower ranked trump card or a card of any other suit.
4. If the defender cannot respond to the attack, he or she must pick up the card laid by the attacker and add it to their hand.
   1. At this point in time, the attacker may elect to “throw down” any other cards that share a rank with the card that was laid. The defender must pick these up as well.
5. If the defense is successful, the attacker is allowed to continue the attack as long as they play a card that shares a card rank with any cards that have been played this round (ones that are still on the table).
6. If the attacker cannot continue the attack, the round ends.
7. Each player draws cards from the talon until their hands are filled, beginning with the attacker.
8. Begin another round.

**Phase 2 – Endgame**

1. The “real” game begins once the talon has been emptied.
2. Players may no longer replenish their hands at the end of each round.
3. At this point, whoever runs out of cards last is declared the “Durak” and loses the game.