

SAY UNCLE

A drafting card game for 2-4 players

Setup

- Using a standard 52-card deck (no Jokers), deal 5 cards face-down to each player.
- For 3-player games, discard 1 card face down.
- Deal 5 x (# of players) cards to the middle face-up, called the tableau.
- The remaining cards are the stock.
- Play starts to the dealer's left and proceeds clockwise.

Goal

- Players are trying to get the longest straight flush (the most sequential cards of the same suit) in their hand.
- If two or more players have straight flushes of equal length, the player with the numerically higher straight wins the hand.
- If two or more players have straight flushes of equal length and height, the player with the straight of the highest alphabetical suit (clubs<diamonds<hearts<spades) wins the hand.
- Aces can be low or high at the player's choice, but cannot round the horn (King-Ace-Two is not a legal 3-card straight).

Gameplay

- Players each draft 1 card at a time from the tableau to their hand.
- Once all tableau cards are drafted (giving each player a hand of 10 cards), the first player turns 1 card face-up from the stock.
- The first player may either discard a card from their hand face-down and take the turned card, ending the turn, or they may pass.
- If they pass, the next player may choose whether to discard and take the turned card or pass, until either the card is taken or all players have passed.
- If any player takes the turned card, the player to their left goes next and turns a new card face-up from the stock.
- If all players pass, the player who turned the card discards it face down and the player to their left goes next and turns a new card face-up from the stock.

Endgame and Winning

- At the beginning of their turn before turning a card from the stock, the current player may lay their hand face-up on the table and tell their opponents to "say uncle."
- All players show their hands and the player with the best straight flush wins the hand.
- If the player who called "say uncle" wins the hand, they gain 2 points.
- If a player other than the calling player wins the hand, that player gains 2 points and the calling player loses 1 point, if possible (players' scores cannot drop below 0).
- If the stock is depleted without any player calling "say uncle," the round ends and the player with the best straight flush gains 1 point.
- The first player to a set number of points (which must be determined before any cards are dealt) wins the game; for example, a set of 5 points gives a quick game.