CS 247 Spring 2012 Instructions for How to Play Straights

1. Objective

Straights is a four-player game. The objective is to get the fewest number of points among the players. The game ends when one player accumulates 80 points or more, and the player with the lowest score is declared the winner.

2. The Deck

Straights uses a standard 52-card deck. No jokers. Each player is dealt 13 cards at the beginning of each round. In this game, the Ace is considered to be the lowest card in each suit, while the King is the highest.

3. Gameplay — Legal Plays

Immediately following the deal, the player with the 7 of spades goes first. This player must play the 7 of spades. After the 7 of spades, the players take turns to play cards on the table. At this point, the players must play cards that constitute legal plays. The following cards are legal:

- 7 of any suit
- A card with the *same suit* and *adjacent rank* as another card that has already been played

For example, if 7 of spades is the only card on the table, then the legal plays are 7 of diamonds, 7 of hearts, 7 of clubs, 8 of spades, and 6 of spades.

The King and Ace of a suit are *not* considered to be adjacent ranks.

4. Gameplay — Discards

When a player has no legal plays, they must then choose a card in their hand, and place it face down in front of them. This is a discard. Note that if a player has at least one legal play in their hand, then they MUST make a legal play; they may not discard in this case.

5. Scoring

The round ends when all the cards have either been played or discarded. For each player, their score for the round is the sum of all the ranks of the player's discards. Jacks, Queens, and Kings count as 11, 12, and 13 points, respectively.

For example, if a player discarded an Ace, a Six, and a King, the number of points would be 1 + 6 + 13 = 20

Each player's game score is the sum of their scores in each round. If no player has accumulated 80 points at the end of a round, then the deck is reshuffled and another round begins.