

CHIMP

Rules:

1. Start by shuffling the deck and dealing out three cards to each player. The remaining cards are stacked face down on the table within reach of all players. This is the stock pile. Each round starts at zero points. The player sitting to the left of the dealer starts the round and play continues clockwise.
2. Assign the following values or actions to the playing cards.
 - An ace adds either one or 11 to the existing total. The player who puts it down decides.
 - A nine of any suit reverses the direction of play without changing the total.
 - A four of any suit is a pass; a player's turn is skipped without changing the total.
 - A 10 of any suit subtracts 10 from the existing total.
 - Any Queen will take the existing total immediately to 99 or if it is already 99, it remains at 99.
 - Jacks and kings add 20 points to the existing total.
 - All other cards add their face value to the total. For example, a seven of hearts adds seven points.
3. Start play with the first player; she lays down one of her cards face up next to the stock pile and states the total. For example, she lays down a six and states that the total is six. After she plays she immediately draws a card from the stock pile. The next player lays down a card and states the new total. If she lays down a three, she announces the new total to be nine and draws a card from the stock pile.
4. Continue playing until one player is not able to lay down a card without causing the total to go over 99 points. If a player is unable to play, the round ends and she gets a C. The cards are reshuffled by the next dealer and the next round begins.
5. Eliminate players when they have CHIMP. The winner of the game is the player who makes a valid play and still does not have a P.
6. If the stock pile runs out the face up cards should be re shuffled and placed face down to be used as the new stock pile.