

Kabo

(2-6)

Card Effects

(Only when played from pile)

- 7/8 watch own card
- 9/10 watch other's card
- J/Q swap 2 cards, no look
- ♠♠ K: have a look at 2 cards, swap if you want

Points of cards (when on table)

A : 1 point
2 - 10 : 2 - 10 points
J,Q : 10 points
♥♦ K: -1 point

Goal

Have least points and say *Kabo*

Other Rules

After *Kabo* all other players get one additional move. Cards of P. that said *Kabo* can't be touched. Penalty for wrong *Kabo*: 20p

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Shithead

(2-∞)

Special Cards (always OK)

- 2: Start anew
- 3: transparent
- 10: burn pile

Special Cards (when fit)

- 7: Next card ≤ 7
- 8: Skip next player

Goal

Get rid of all of your cards

Other Rules

First play hand, then face-up, then blindly face down cards. Can't play? Take 'em all 4 same cards burn pile Card order low 2 high: 4,5,6,7,8,9,J,Q,K,A

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2-6 Players

Phoenix:

Real Joker, -25p, 0.5 higher than last single card

Dragon:

Highest Single Card, 25p, give to opponent teams player

Mayong:

Starts game, can be used in street. Can demand a card when played as a single card.

Dog:

Lets team member play next

Possible Kombinations:

Single Card, Pair, Three of a kind,

Full house, Sequential Pairs,

Street of min. 5,

Points: 5 Points: 5

10 Points: 10, K

Last player: Tricks to 1st Hand to Opponents

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Synchro

Coop Game for 3-4 Players
Only non-verbal communication
Order of Cards:
A,2,3,4,5,6,7,8,9,10,J,Q,K

Level 1:

Gather all ♥ cards
Deal each player 1 card
Play an uncovered card to the pile when you feel it.

Level 2:

Use two suits, deal 2 cards.
Order of Cards: ♥ A-K, ♠ A-K

Goal:

Play the cards in the correct order. If one has a lower card than the card played, the team loses.

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Speedo

Speed Game: 2 Players
Simultaneous

Each player receives half of the deck and lays out 4 uncovered cards to their side. Having the pile in one hand, the players count from 3 to 0 and play one card from their pile to the center, starting 2 central piles.

Now every player can play their 4 cards to the 2 central piles, when they fit.

They fit when they are exactly one card higher or lower. Players can always refill to 4 cards in front of them.

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Get rid of the pile in your hand

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Scopa

2-4 Players

Deal 3 cards to each player and 4 uncovered cards to the middle of the table.

Now in turns each player can play one of their hand cards to take either one equal or several cards that create a sum of the played hand card. e.g. 6 can take a 4 and 2. Deal new cards when hands empty

Goal

Get points:

1 Point: Most Cards

1 Point: Most ♥ Cards

1 Point: 7 of ♥

1 Point: Primiera
(have 7 of ♥♣♦♠)

1 Point for every Scopa
(clean table)

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Chicago

Mix of poker and wizard-like card game.

1. Deal five cards 2. Each player chooses to replace 0-5 cards.
3. Player with best hand gets the score.

Repeat 2. & 3.

Repeat 2. Now start wizard-like game, no trump! Keep hand cards. Optional: Say chicago and get +15pts on success or -15pts

Repeat 3.

Hand Scores:

One Pair: 1 pt; Two Pair: 2 pts

Three of a kind: 3 pts

Flush - 5 points

Full house - 6 pts

Four of a kind - 7 pts

Straight flush - 8 pts

Royal Flush - 20 pts

Goal: 52points

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