NCowden

* + **Title –**
    - Shifty Bastard
  + **Description –** 
    - How to lose friends and make enemies.
  + **Setup instruction** –
    - Shuffle the deck and deal 5 cards to each player. The remaining cards are the draw pile.
  + **Rules –** 
    - At the start of the round, two cards are drawn from the draw pile and placed in front of each player face up.
    - Each player chooses one card from their hand to place face up, and one to play face down.
    - If the two cards played equal an odd number, the player who played them is bluffing. If they equal an even number, the player is not bluffing.
    - If one player is bluffing and the other is not, the bluffing player wins both bet cards, and are both placed in his score pile.
    - If both players are bluffing, both bet cards are moved to the trash pile.
    - If both players are not bluffing, each player moves the bet card that was placed in front of him into his score pile.
    - For playing, ace cards count as an even number. Ace cards count as an odd number. Ex: playing a jack after a three means an odd number, but playing an ace after a three makes an even number.
    - For scoring, numbered cards equal one point, face cards equal two points, and an ace equals three.
  + **Win/Loss condition –** 
    - After all cards are played from the “draw” pile, add up your points from the score pile. Higher score wins, and is probably a shifty bastard.
  + **Ideal strategy for winning –** 
    - Be a shifty bastard.