

..BLIND EYE..

2 Players

A game designed to be played with a high amount of random chance and low strategy input.

..OBJECTIVE..

The end goal is to *obtain* the highest number of points after 9 rounds of gameplay. The game has been constructed so that a draw is not possible for the final score.

Each win is worth 1 Point

..EQUIPMENT..

1x Standard Deck of Playing Cards
(Joker's Removed)

..SETUP..

Shuffle the deck of cards.

Deal 5 cards to the middle of the table in order of:

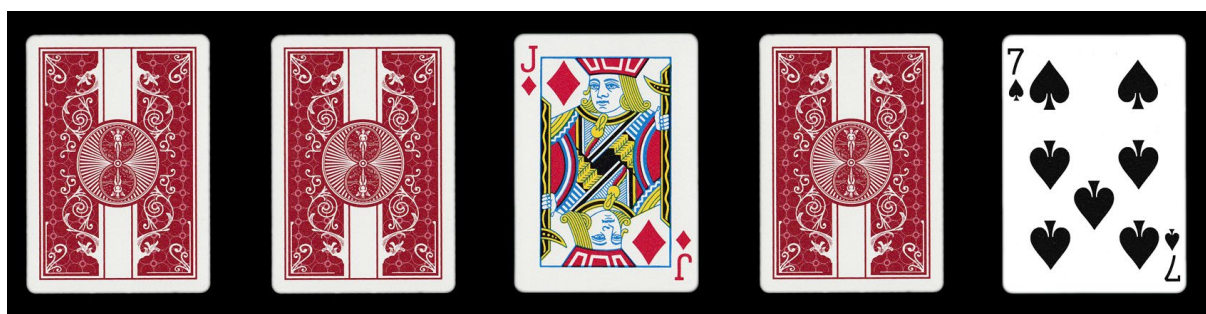
1st – Face Up

2nd - Face Down

3rd – Face Up

4th - Face Down

5th – Face Down



5th

4th

3rd

2nd

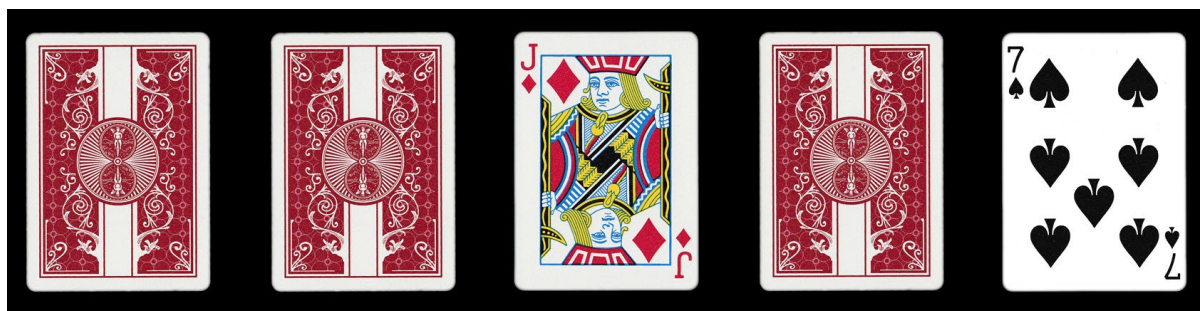
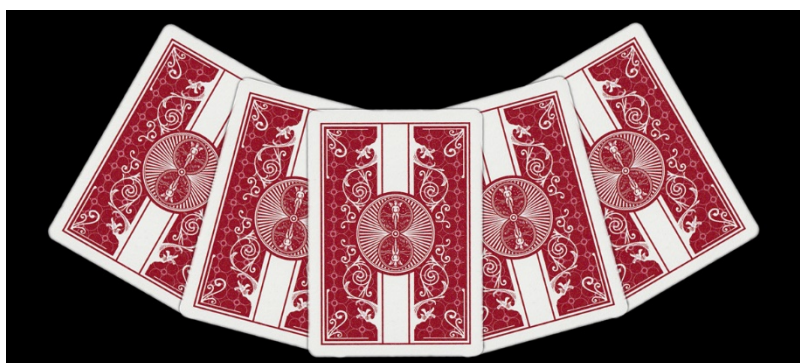
1st

..SETUP..

continued...

Deal 5 cards to each of the 2 players.

Player 2



Player 1

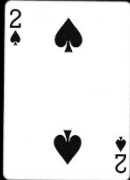




..CONDITIONS..

DECK

During normal gameplay, there is no hierarchy to the number value. This is with the intention of *finding* the player with the closest number *and/or* suit to the card in the middle of the table.

(This does not apply when a *draw* occurs. *See Draw Number Values Below*)

2 of Spades is 2 counts away.				10 of Spades is 3 counts away.
Hand Won				Hand Lost

SUIT VALUES

Clubs – Lowest

Diamonds – 2nd Lowest

Hearts – 2nd Highest

Spades – Highest

DRAW NUMBER VALUES

Ace – Lowest

King - Highest

..SCOREBOARD..

Player 1	ROUND	Player 2
	1	
	2	
	3	
	SHUFFLE	
	4	
	5	
	6	
	SHUFFLE	
	7	
	8	
	9	
	TOTAL	

..STARTING THE GAME..

FIRST TURN

Players must *decide* which cards in their hand will be the closest or matching value to the cards *placed* in the middle of the table. Only the first 4 cards will be *bet* facing down.

Example Hand



5th

4th

3rd

2nd

1st



Player 1

Example of Logical Play

1st – 8 Clubs

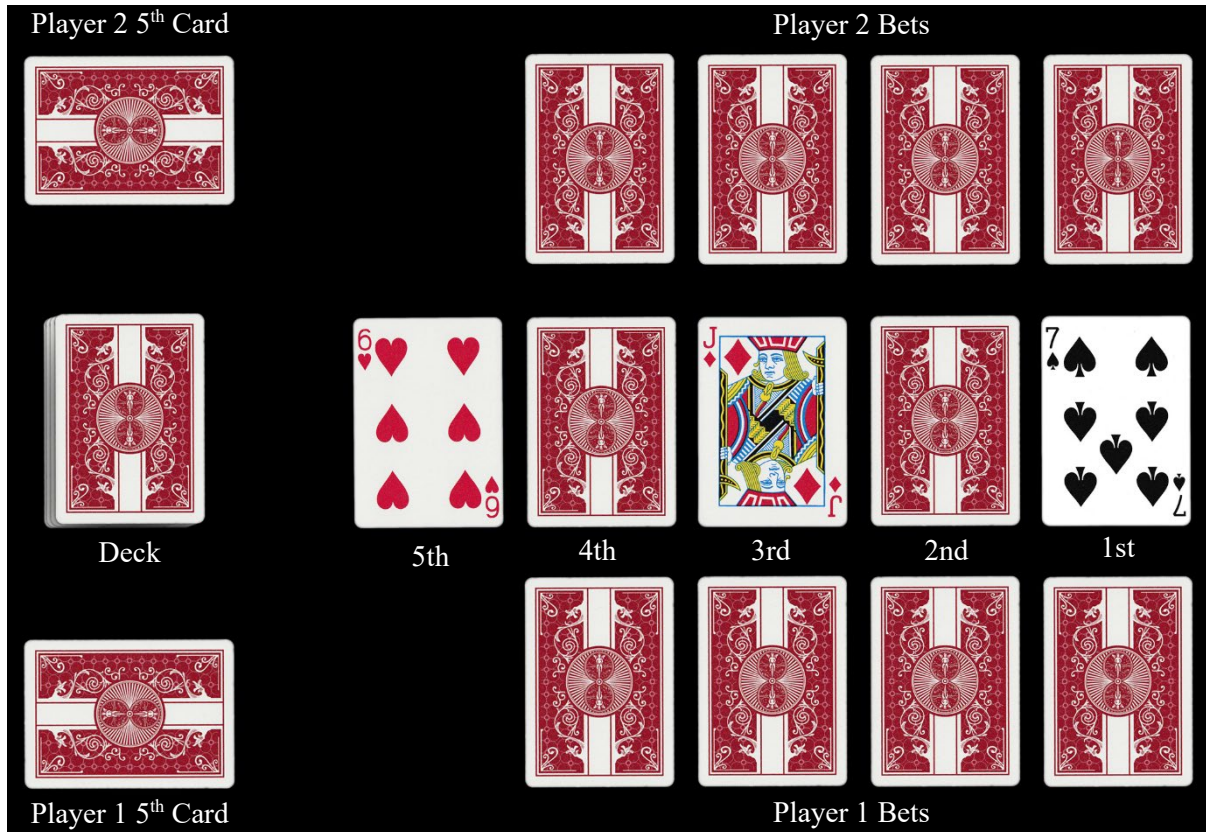
3rd – Jack Spade

2nd – Ace Spade

4th – Queen **Heart**

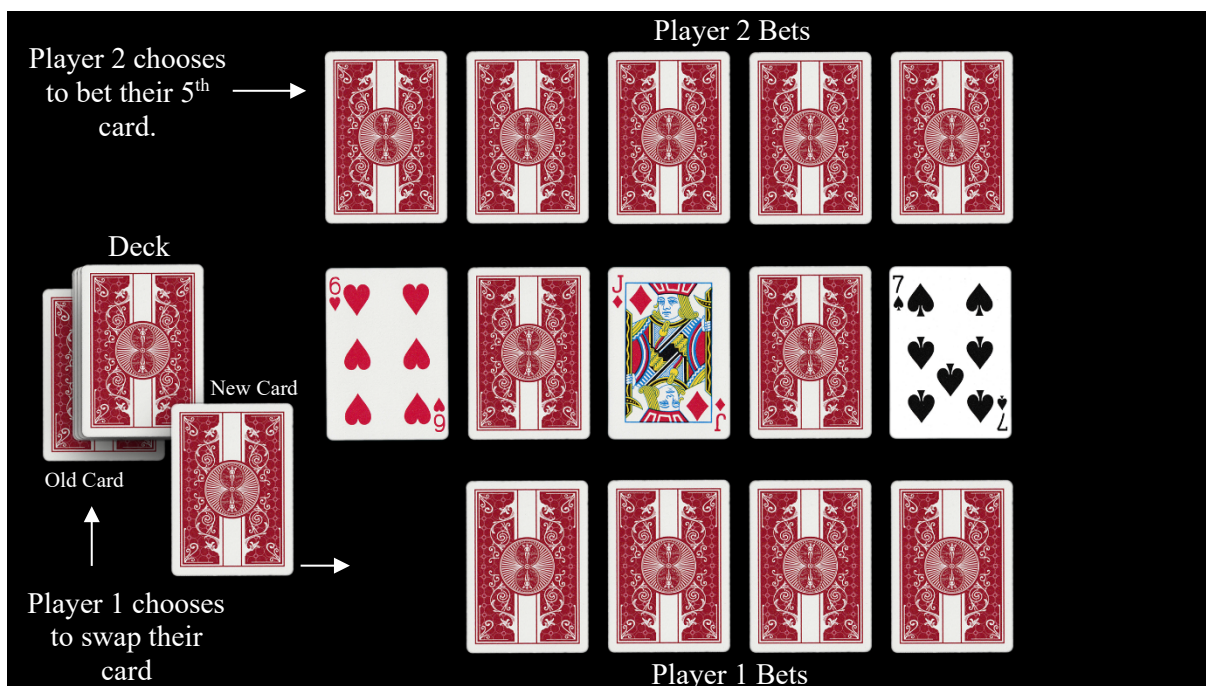
SECOND TURN

The player who finishes *placing* their cards on the table last must *turn* over the 5th card once 4 cards from each player have been *bet* facing down.



Each player now has the choice to keep their 5th card or return it to the bottom of the deck for a new card. This is called the ***Blind Eye***

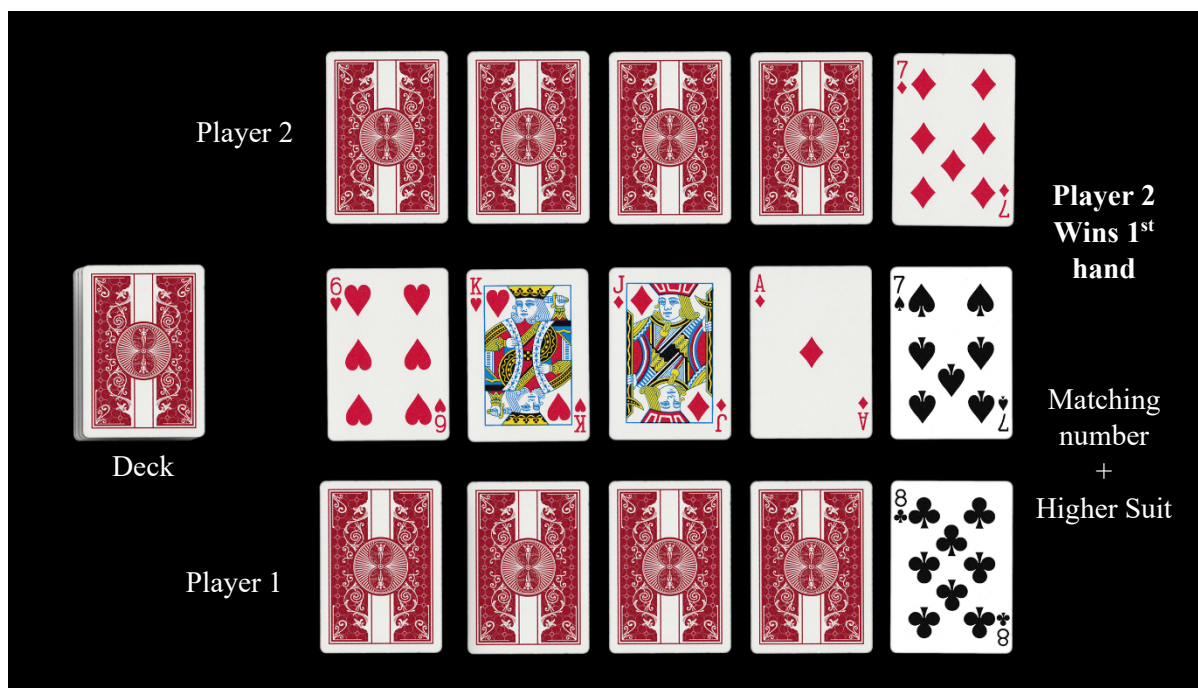
—————→ If you choose to swap your 5th card, you may not *look* at the new card you pick up and must *place* it directly on the betting floor.



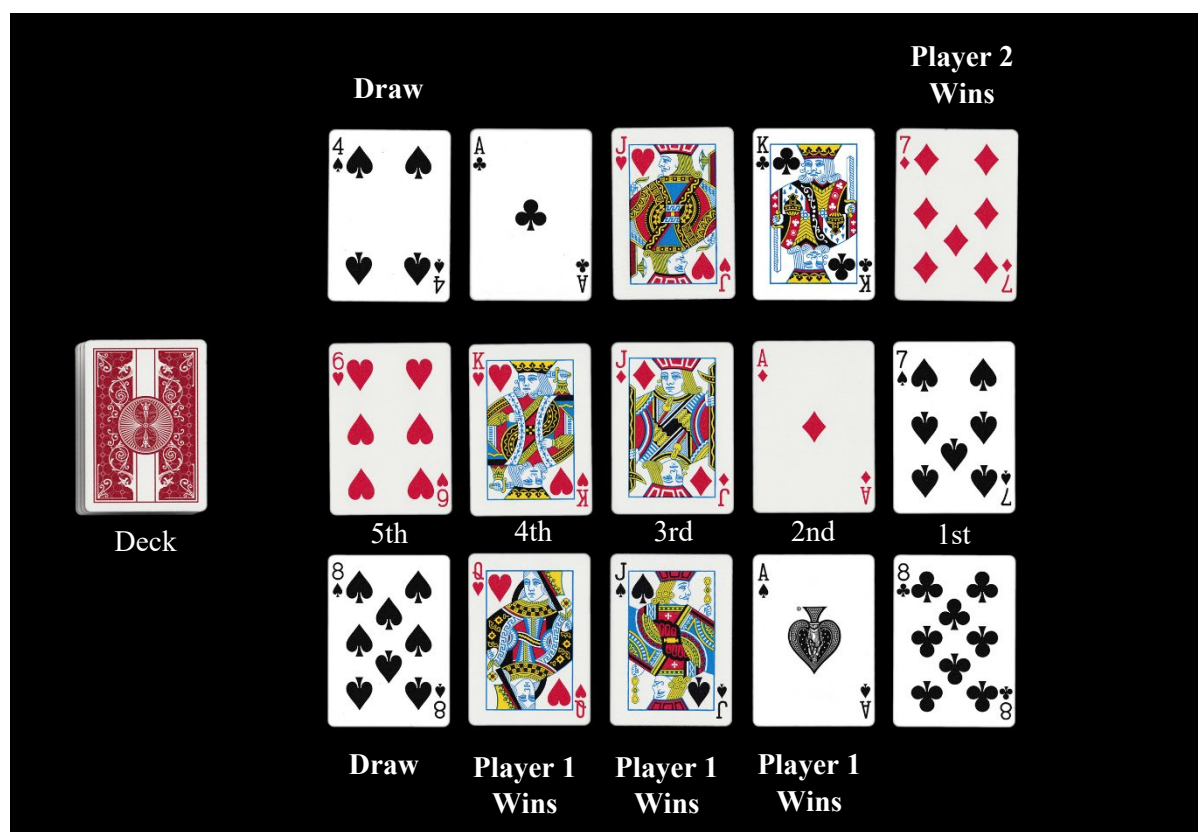
THIRD TURN

Turn over the remaining 2nd and 4th cards on the table.

Reveal your 1st card to your opponent.



*Turn over the remaining cards one at a time and **score** your values.*



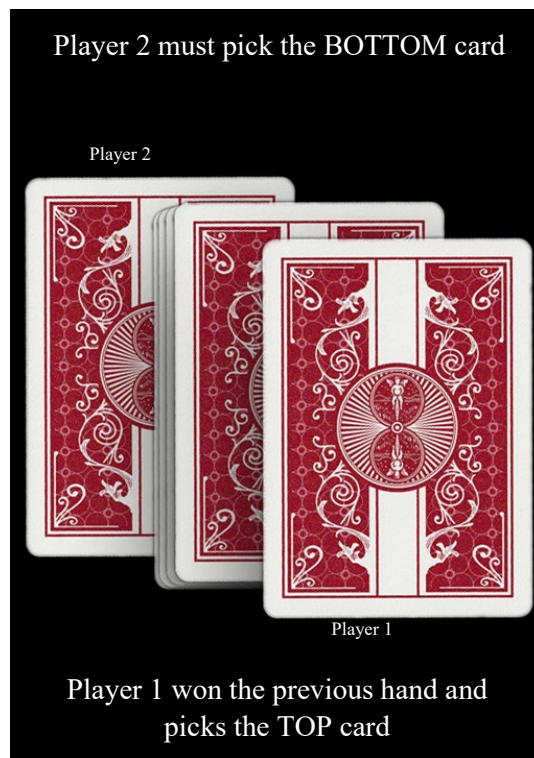
DRAW

If a draw occurs, *shuffle* the deck.

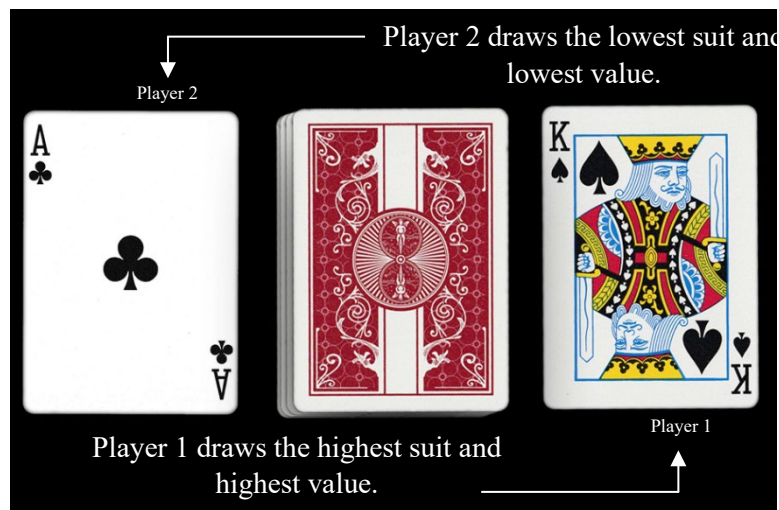
The player who won the previous hand gets first choice to pull from the **TOP** or **BOTTOM** of the deck. *(If there is no previous winner, flip a coin.)*

Example

Player 1 – Bottom \longleftrightarrow Player 2 – Top
Player 1 – Top \longleftrightarrow Player 2 – Bottom



The person with the highest number and/or suit wins the draw and claims the point.




RESULT

ROUND 1


Player 1 – 4 Points

Player 2 – 1 Point

Player 1	ROUND	Player 2
IIII	1	I




Deck




5th

Player 1 Wins




4th

Player 1 Wins




3rd

Player 1 Wins



2nd


Player 1 Wins



1st

Player 2 Wins

Return all the cards on the table to the bottom of the deck and *deal* a new round.



..WINNING.. ..REQUIREMENTS..

The player with the *highest total* after 9 rounds will be declared the winner.

Example Scoreboard

Player 1	ROUND	Player 2
IIII	1	I
II	2	III
III	3	II
	SHUFFLE	
IIII	4	I
II	5	III
I	6	IIII
	SHUFFLE	
III	7	II
II	8	III
IIII	9	I
25	TOTAL	20

PLAYER 1 IS THE WINNER!!!!

..ALTERNATE GAMEPLAY..

You can scale the difficulty of gameplay by adding or subtracting the number of cards delt to the player and the middle of the table.

Minimal Difficulty – 3 CARDS (FU¹, FD², FD³)

Normal Difficulty – 5 CARDS (FU¹, FD², FU³, FD⁴, FD⁵)

Increased Difficulty – 7 CARDS (FU¹, FD², FU³, FD⁴, FU⁵, FD⁶, FD⁷)

*FU = Face Up
*FD = Face Down

..CREDITS..

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