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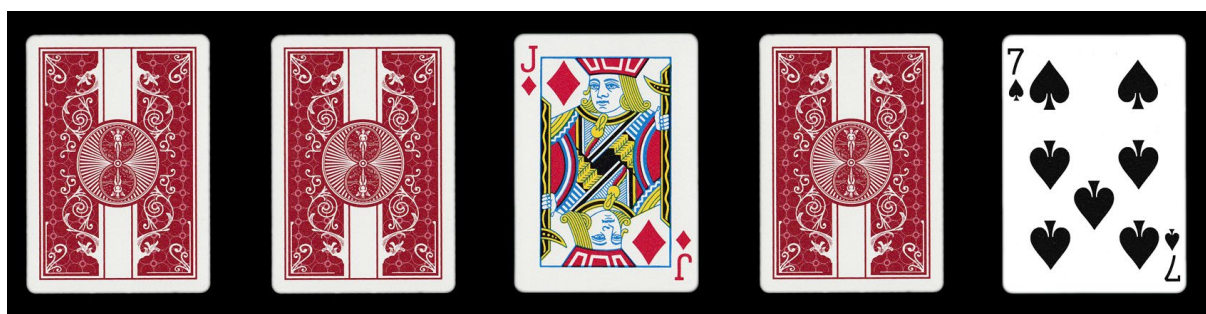
Deal 5 cards to the middle of the table in order of:

1st – Face Up

2nd - Face Down

3rd – Face Up

4th - Face Down

5th – Face Down

| 5th | 4th | 3rd | 2nd | 1st |

Deal 5 cards to each of the 2 players.
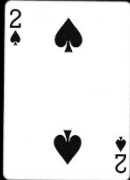
Player 2
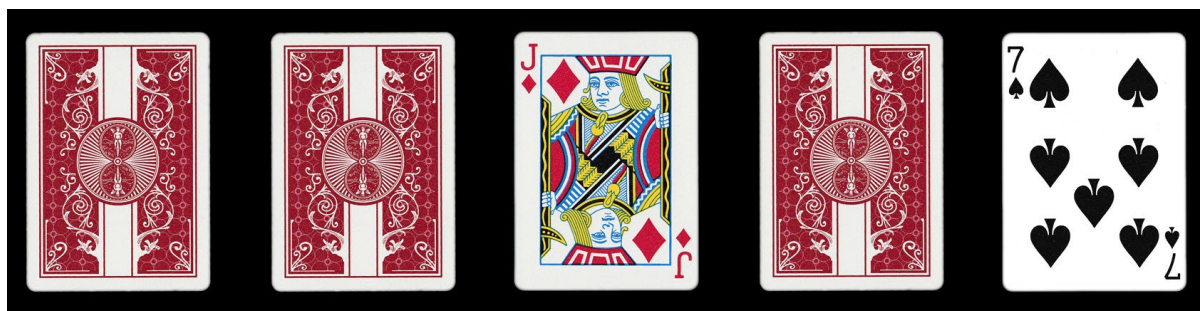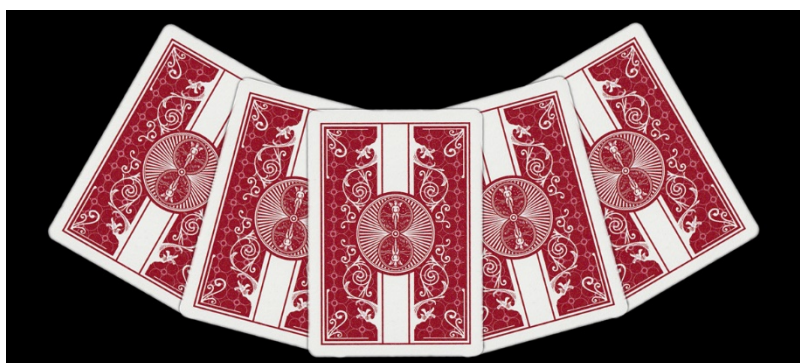
Player 1

..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. Hand Won	2♠	K♠	10♠	10 of Spades is 3 counts away. 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
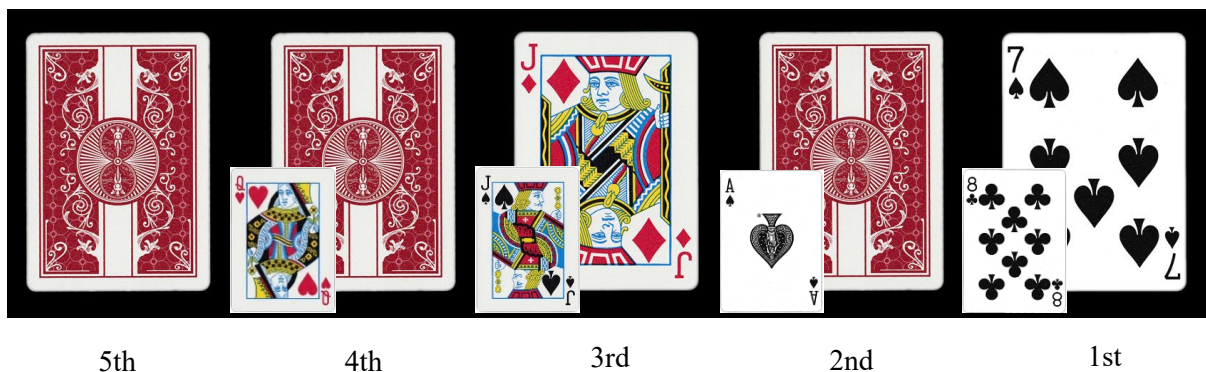
Player 1

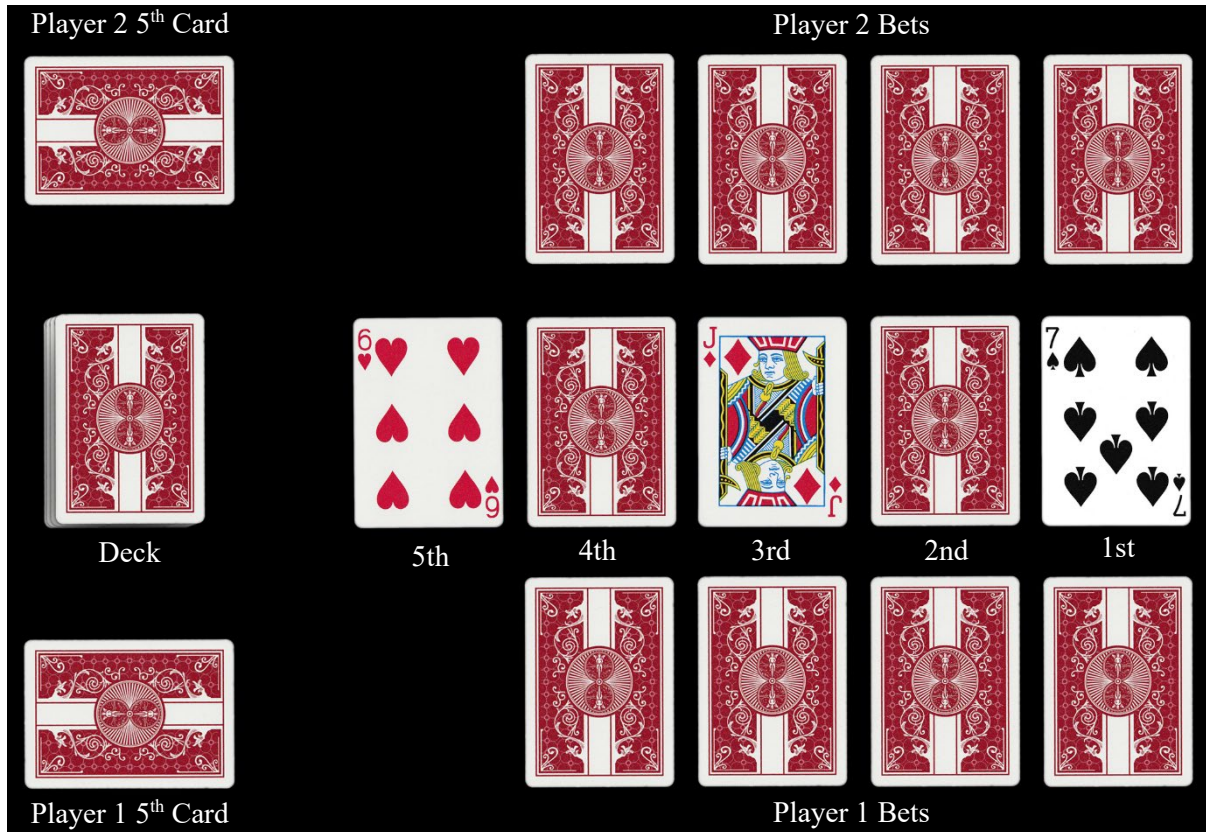**Example of Logical Play**

1st – 8 **Clubs**

3rd – Jack **Spade**

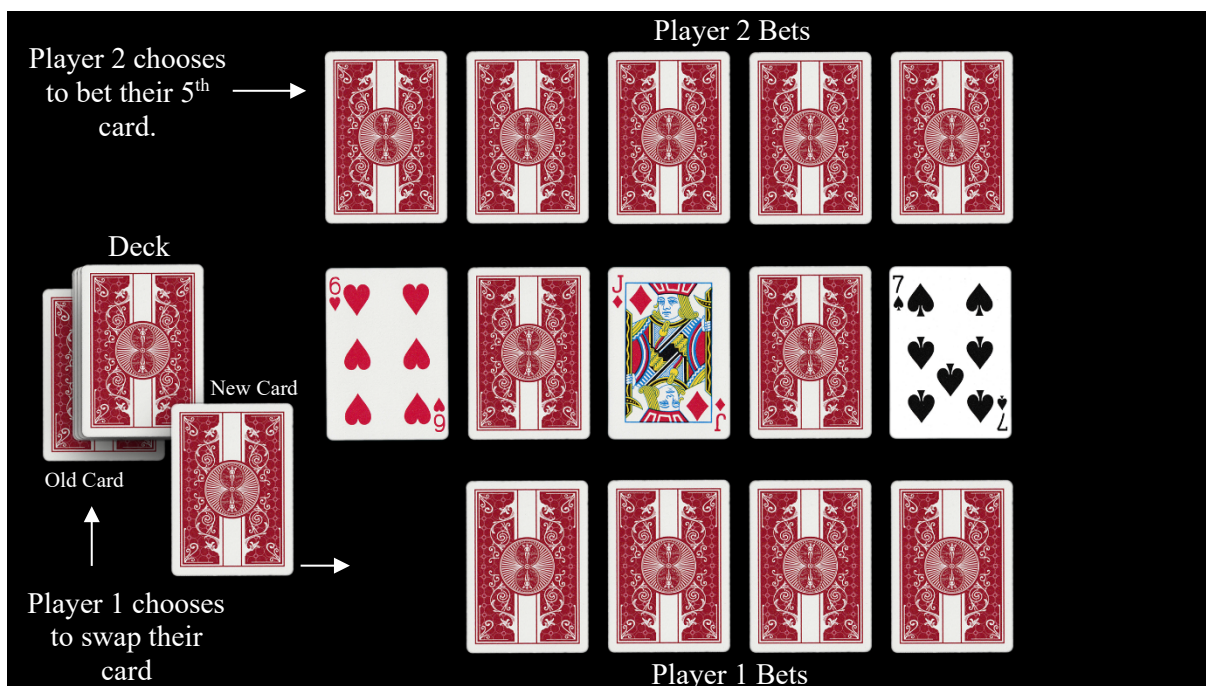2nd – Ace **Spade**

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.

Player 2 5th Card | Player 2 Bets

Deck | 5th | 4th | 3rd | 2nd | 1st

Player 1 5th Card | Player 1 Bets

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.

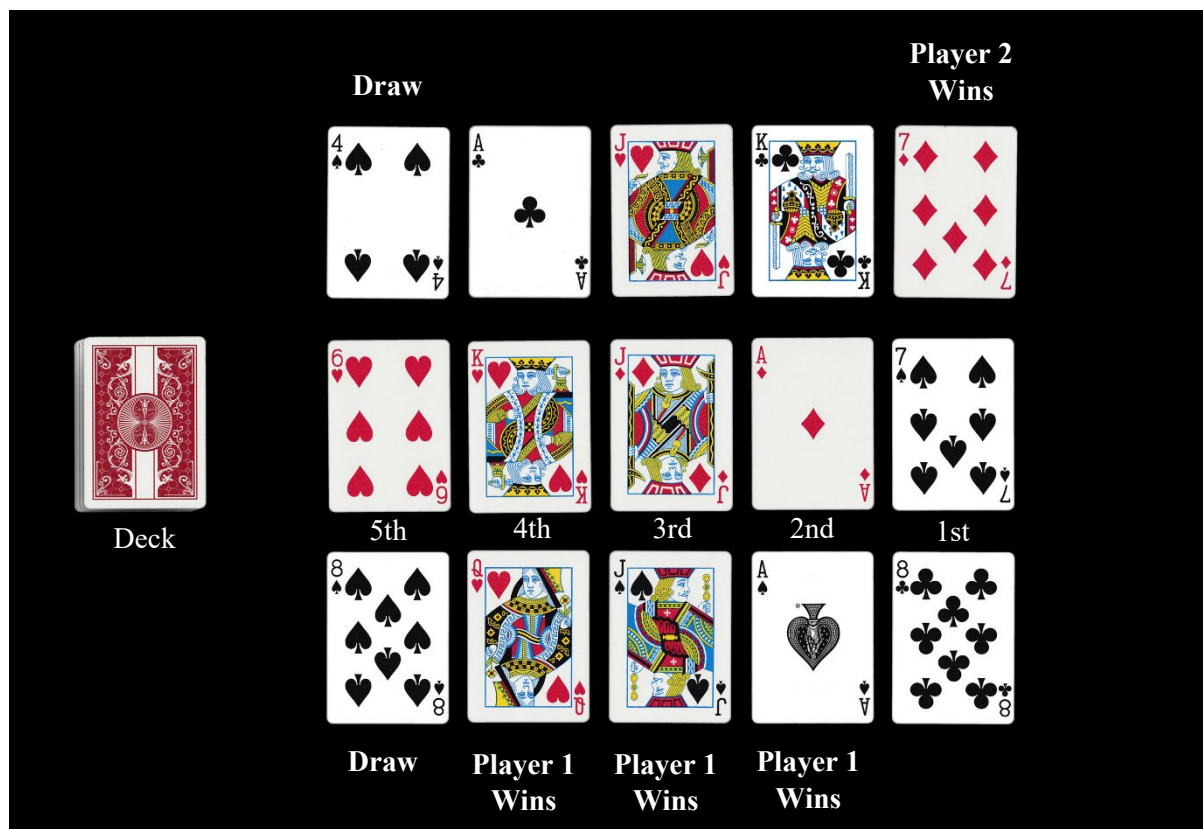Player 2 Bets

Player 2 chooses to bet their 5th card. ⟶

Deck

New Card

Old Card

Player 1 chooses to swap their card ⟶

Player 1 Bets

THIRD TURN

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

Reveal your 1st card to your opponent.
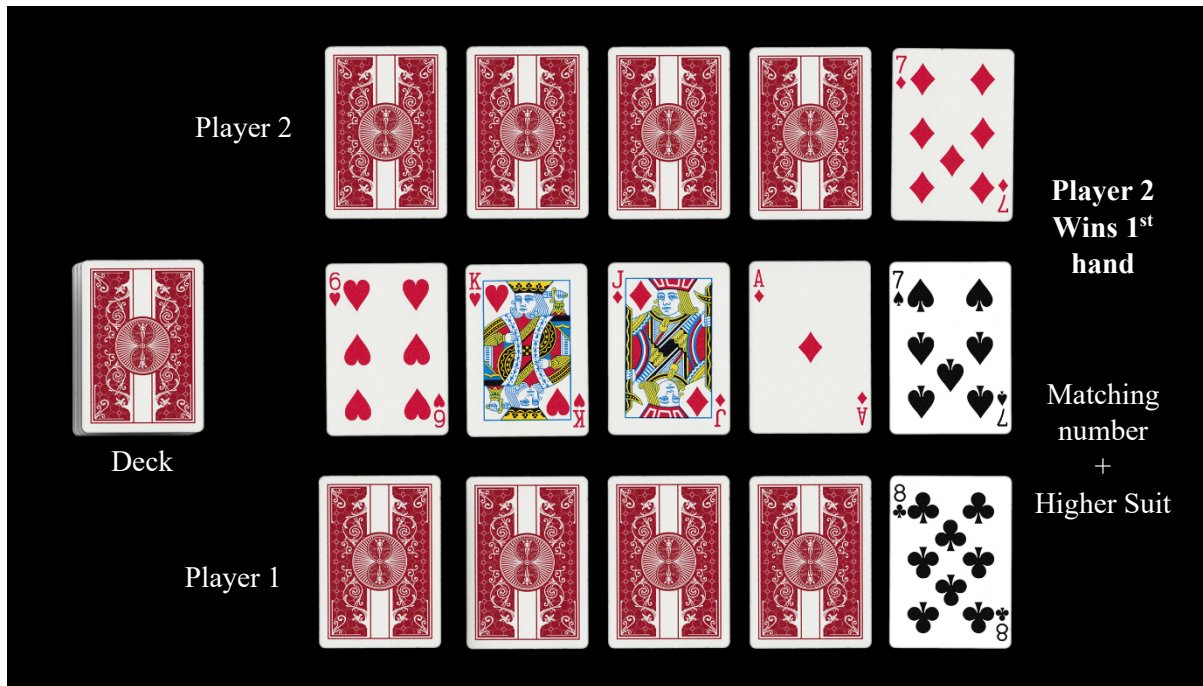
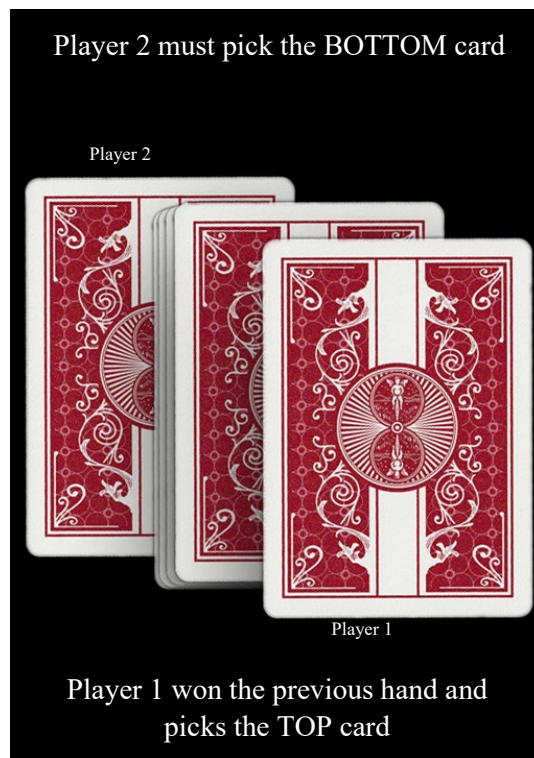*Turn* over the remaining cards one at a time and *score* your values.
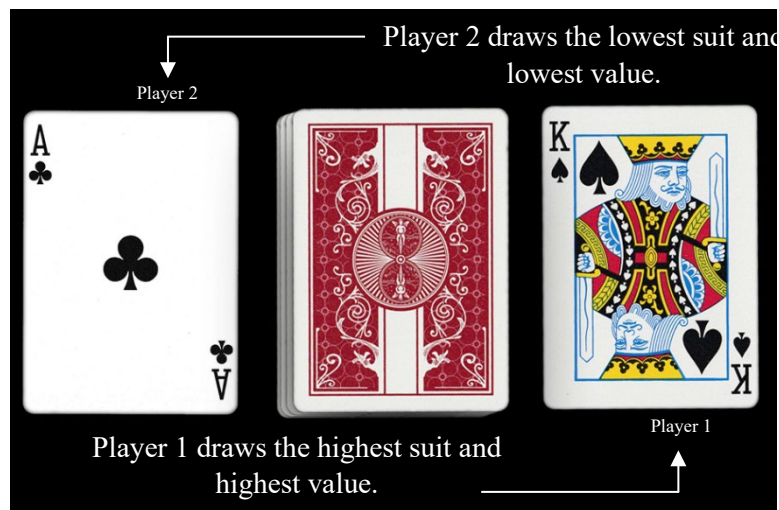
DRAW

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   ⟷   **Player 2** – Top
Player 1 – Top   ⟷   **Player 2** – Bottom

Player 2 must pick the BOTTOM card

Player 2

Player 1

Player 1 won the previous hand and picks the TOP card

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

Player 2 draws the lowest suit and lowest value.

Player 2

Player 1

Player 1 draws the highest suit and highest value.

RESULT

ROUND 1

Player 1 – 4 Points
Player 2 – 1 Point

Player 1	ROUND	Player 2
IIII	1	I

Player 2
Wins

Deck   5th   4th   3rd   2nd   1st

**Player 1
Wins**   **Player 1
Wins**   **Player 1
Wins**   **Player 1
Wins**

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

BLIND
EYE

..WINNING..
..REQUIREMENTS..

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

Example Scoreboard

Player 1	ROUND	Player 2
I I I I	**1**	I
I I	**2**	I I I
I I I	**3**	I I
	SHUFFLE	
I I I I	**4**	I
I I	**5**	I I I
I	**6**	I I I I
	SHUFFLE	
I I I	**7**	I I
I I	**8**	I I I
I I I I	**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 (FU^1, FD^2, FD^3)

Normal Difficulty – 5 CARDS (FU^1, FD^2, FU^3, FD^4, FD^5)

Increased Difficulty – 7 CARDS (FU^1, FD^2, FU^3, FD^4, FU^5, FD^6, FD^7)

*FU = Face Up
*FD = Face Down

..CREDITS..

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