

Sixty-Five

Made for: 2 – 4 players

Objective: Take turns drawing, swapping, and discards cards to create pairs. Create 5 pairs to win!

Set up: The deck being used is a standard deck of playing card with the Jokers and the Kings removed. (48 cards in total.) Each player is dealt 9 cards to start with. The remaining cards are placed in the draw pile. Next to the draw pile is the discard pile.

Pairing cards:

The objective of the game is to create pairs. **Pairs are made by** combining 2 cards whose values **add up to 13**. In this game an Ace is worth 1, a Queen is worth 12, and a Jack is worth 11.

Pairs can only be made with cards of the same color.

Valid number pairings would be: a **Queen and an Ace**, a Jack and a two, **a ten and a three**, a nine and a four, **an eight and a five**, or a seven and a six.

Game play:

To start, deal out 9 cards to each player. The oldest player will go first, then turn order will go clockwise from the starting player. The first player will take their turn.

In a turn a player must complete actions **in this order:**

1. **Draw a card** from either **the draw pile or the discard pile**, **OR** swap a card with a player of your choice. Each player chooses what card from their hand will be swapped.
2. **Place down pairs** from your hand onto the table. You may place as many pairs as you'd like. Place the pairs down face up for all players to see.
3. **Discard a card** into the discard pile face up. If you possess 3 or less cards then you do NOT discard a card.

Once you reach 3 cards in your hand, draw 3 more cards from the draw pile at the start of your turn.

Once all 3 actions have been done, the player ends their turn, and the next player can start their turn.

The first player to 5 pairs placed down on the table wins.

Other rules:

If the last card from the draw pile is taken, then reshuffle the discard pile and make a new draw pile.