Kiara Santiago 11/3/20

Card Game Rules Version 2.5 DES 115: Section B

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.