

# THE STORY OF SOCKI

The rules to **SOCKI** were taught to Tad by his mother, a ship wrecked Victorian lady. He was born shortly after she was the sole survivor of the misfortunate occurrence. They lived happily on a warm Pacific island. He and his mother often played **SOCKI** together and with the natives to pass the time during stormy nights. On his eighth birthday Tad's mother gave him a set of cards for his very own which she had hand drawn and painted. He kept them in a sock which he had found washed up on the beach in a trunk full of clothes presumably from the wreck. From that day on the game was newly named **SOCKI**.

## How Or Why To

# SOCKI

## Your Friends

1. For stocking stuffers.
2. For birthday gifts.
3. For "thank yous" for a job well done.



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# SOCKI\*

**\*The footnote is FUN!**

## On Your Mark . . .

Collect your thoughts (look hard!) Two to eight players are possible (with eight players deal seven cards) but six is the highest number of players that we recommend (but then who ever listens to us. We know you'll invent your own rules after a few hands anyway!) Play at a large flat surface so you can spread out the cards for everyone to see as they are played.

## Get Set . . .

Shuffle the two decks together. Deal eleven cards to each player. Put the remaining cards face down in the middle of the playing surface. This becomes the draw deck.

**Go!**

**FIRST-PLAYER RULE**

The player to the left of the dealer is the first to play. This player is treated unfairly at the beginning of each hand. The only way that this would be pitifully sadistic treatment is if you do not rotate the deal around the table to start each new hand. The first player must play either three cards in the same suit in a run or three cards of the same numbers (or symbolled) cards. If the player was not dealt three of a kind or a run, then they must draw cards from the draw deck one at a time until they can play. (Show no sympathy, you'll have to draw even more when it's your turn!) The first player plays this after drawing two cards from the deck (sometimes you're actually dealt a three card play!) The first player played these cards:

**1 2 3** (Pagoda)

This is the only play they had so they knocked on the table or socked (gently please) the player to their left to signify that they were done.

**Two rules are needed here:**

**THE ONCE-A-KNOCK-ALWAYS-A-KNOCK RULE**

Once a player has knocked or socked to signify the end of their turn, they can not play another card. Don't get soft here!

**THE PLAY-ALL-THE-CARDS-YOU-CAN RULE**

This is really to your advantage since by your next turn the play may not be available!

**Now for the second player:**

**SECOND-PLAYER-AND-ALL-FOLLOWING RULES**

The second player attempts to play at least one card from their hand by adding to the cards placed on the table by the first player. If they have no play to make from their hand they must draw from the deck until they can play. Additional three card runs or same symbol piles can also be played if you're lucky enough to have a big play. If you play a card from your hand, you may not also draw from the pile.

For example the second player adds to the cards already played by the first player as follows:

Cards already played:

1 2 3 (Pagoda)

Added by 2nd player:

4 (Pagoda)

7 7 7 (Flower, Boat, Boat)

The second player knocks or socks to show they're done. The third player plays as follows:

Cards already played:

1 2 3 4 (Pagoda)

7 7 7 (Flower, Boat, Boat)

Added by 3rd player

(After drawing five cards from the deck):

5 5 5 (Pagoda, Lady, Boat)

The third player grumbles about all the cards he/she had to draw and then knocks or socks the player to their left. The fourth player plays as follows:

Cards already played:

1 2 3 4 (Pagoda)

7 7 7 (Flower, Boat, Boat)

5 5 5 (Pagoda, Lady, Boat)

Added by 4th player:

7 (Flower)

The fourth player knocks or socks and passes play to the fifth player. Watch this!

## Pay Attention – The Next One's a Toughy!

### THE REARRANGING-THE-PILES-RULE

Cards that have been played on the playing surface may be used by any player during their turn to enable them to play a card. This can be done by rearranging



the cards. For example: you have the following cards in your hand: 4 of Pagoda, 1, 4 of Boats and 3, 9, 10 of Lady.

Cards already played:

1 2 3 4 (Pagoda)

5 5 5 (Flower, Boat, Boat)

7 7 7 7 (Flower, Flower, Boat, Boat)

The fifth player takes the 4 from the run and rearranges the piles as follows:

1 2 3 (Pagoda)

4 4 4 (Pagoda, Pagoda\*, Boat\*)

5 5 5 (Padoda, Lady, Boat)

7 7 7 7 (Flower, Flower, Boat, Boat)

\*Cards played from your hand.

Your hand now has a 1 of Boats, and 3, 9, 10 of Lady. You played two 4's.

### THE SPLITTING-RUNS RULE

Any run with more than three cards can be split into two or more piles of at least three cards each if it allows a player to play a card. For example:

Player's hand contains:

7 9 12 (Pagoda)

Board contains a run of these cards:

8 9 10 11 (Pagoda)

They make the following plays:

7 8 9 (Pagoda)

9 10 11 12 (Pagoda)

Remember, each pile must have at least three cards. Play continues with each player playing at least one card per turn until a player plays all their cards. There is no maximum per hand that can be played.

### THE THREE-CARDS-PER-PILE RULE

When rearranging piles you must leave at least three cards in each pile. No exceptions please!

### THE MUST-PLAY-A-CARD RULE

(Yes we said *this before but were you paying attention?*) Watch carefully. Some players will rearrange their little hearts out but never play a card. This is considered cheating. They must play at least one card from their hand during their turn or at the end of a rearrangement, or else, they must put all the cards back in the original - before they started their turn configuration - and draw cards from the deck if a play from their hand can't be made.

## Scoring!

### SCORING AT THE END OF A HAND

At the end of a hand, which is signified by one of the players playing all of their cards, the other players count how many points are left in their hand. This is done by totaling the face value of each of the cards left. The "happy symbol" counts zero points (one of the reasons it's the happy symbol!). The one who played all their cards gets zero for this hand. (That's good!)

### SCORING A GAME

Hands are dealt and played until some player's score exceeds one hundred. At that point the person with the lowest score wins the game! If someone gets a score of exactly one hundred their score revers to zero and play continues until a score exceeds one hundred.

### PLAY VARIATIONS

The happy symbol can play high or low or both on runs. In addition to playing it high and low you could allow it to make wrap-around runs. For example: 2, 1 "happy symbol", 12 11 (a five card run). The use of the "happy symbol" should be agreed upon at the start of the game. The preferred way is to use it both as a high (13) and low (0) card and allow it in wrap-around runs. The "happy symbol" card is NEVER used as a wild card.

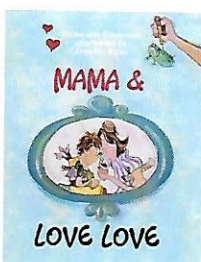
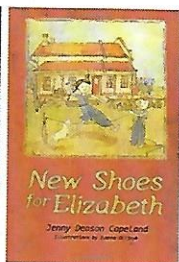
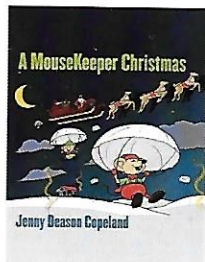
The happy symbol!



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