**Armory**

**A game by Mark Savin, Eric Savin, and Philip Klein-Rodick**

The Deal and Discard:

Each player is dealt 7 cards into their respective hand followed by 2 piles of 2 cards face down. The dealer then deals himself 1 extra card into his hand from the top of the deck\* before flipping the top card of the remaining deck face up (the upcard). Then the dealer chooses one card from his hand and discards it.

The Call:

After the deal, the player to the right of the dealer may choose to call or pass. If he calls, then the face up card’s suit becomes the trump suit. If he passes, the option to call or pass goes clockwise to each successive player until it reaches the dealer. If the dealer passes, the upcard is flipped upside down and the player to the dealer’s left receives the option to either pick the trump suit from the remaining 3 suits ( the upcard’s suit may not be called) or pass. If everyone passes a second time, the deal shifts to the next player and the hand is forfeit.

The Pickup:

Upon calling trump, each player looks at the top card of each stack of 2 cards. The caller then chooses to take one pile, two piles, or no piles to add to his hand. Each player then successively chooses how many stacks to pick up. Once all players are finished picking up, the smallest hand determines the hand size. All players with a larger hand size (through picking up more piles) discard cards until they match the number of cards in the smallest hand.

The Play:

The player to the left of the dealer leads with any card from his hand. Then each player (progressing clockwise) plays a card. The player who played the card of the highest value wins the trick. That person then leads the next trick. After all cards have been played, the person with the most tricks wins the round. In the case of a tie, if the caller is involved, he wins the round. Else, each player involved in the tie receives half the points he would have otherwise received upon winning the round.

The Scoring:

The points given to a player upon winning a round is dependent on three criteria. Was he the caller, how many piles did he pick up (note, not dependent on discards), and did he sweep.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Call, no sweep | Call, sweep | No Call, no sweep | No Call, sweep |
| Pick up 0 stacks | 50 | 200 | 75 | 300 |
| Pick up 1 stack | 30 | 150 | 50 | 250 |
| Pick up 2 stacks | 10 | 100 | 25 | 200 |

The card values:

If trump is called in round one of “the call”, then the values go upcard’s value of same color, upcard’s value of opposite color (diamonds or spades), upcard’s value of opposite color (hearts or clubs), Ace of trump to 2 of trump, then Ace of led card’s suit to 2 of led card’s suit, followed by Ace of off suit to 2 of off suit.

If trump is called in round two of “the call”, then the values go Ace of trump to 2 of trump, Ace of led suit to 2 of led suit, followed by Ace of off suit to 2 of off suit.

\*Exception for Philip Klein-Rodick who deals himself the card from the bottom of the deck. Note, this does not affect game play.