Playing Cards & Dice

Games Tate Has Made or Found

(now with dominoes)

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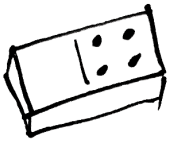


DOUBLE-SIX DOMINOES

The classic rules are the best.

- Draw + All Fives (found)
- Shove (Dominican Dominoes)

This Is That′s Not

Cards, 2+ players, social

Summary: You take turns drawing a card until you have Ace through Ten. You can lie at the risk of getting caught.

Setup: Shuffle the deck. Choose who goes first.

Play: On your turn, draw a card from the deck. You may either discard it or play it face down in front of you in one of ten spots, each corresponding to Ace, 2, 3… to 10. As you play it, you announce “this is a ___” to declare which spot. Any player may say “that’s not” and flip over the card.

If you are caught lying, you must give the card to the accuser to use as a wild card in any spot they like. If you were truthful, you get the top card of the deck as a wild card.

Jacks and Jokers are wild. When a Joker is announced to be played, that player also chooses a card in front of someone to be discarded. This ability does not happen if the Joker was found to be a lie. Queens and Kings are useless.

If the deck runs out, shuffle the discard pile to make a new one. Once a player has played ten cards, one in each spot, they win.

Fireball

Cards, 3+ players, social

Summary: You are wizards dueling with fireballs. Will you start an attack or be ready to defend yourself? Politics will help decide your fate.

Setup: Remove Jokers and shuffle the deck. Deal three cards face down in front of every wizard. No one may look at them. Decide who goes first.

Play: Wizards take turns. On a turn, they may either draw a card or attack. To attack, they must play two cards of the same suite and announce who they are sending that fireball toward.

The defending wizard may either take the hit or defend. To take a hit, they draw one of their cards in front of them. These cards represent their life and are removed from the game once they have none. To defend, they must play cards equal to or more than the value of the fireball attack. Aces are 1s, Jacks are 11s, Queens are 12s and Kings are 13s. The defense can be a mix of suits. Aces will automatically defend against any fireball made with a King.

When a fireball is defended, the defending wizard must choose one of the cards they defended with and invoke its suit.

- Clubs—Fizzle. The fireball dies out and the turn is over.
- Diamonds—Shield. The fireball is taken and redirected back at the attacker, who must now defend.
- Hearts—Swoon. The attacker must choose a new target to attack.
- Spades—Power. The fireball is redirected toward a player of the defender's choosing. They can't select the person that just attacked them.

Attacking yourself is a valid target. If there is no available target, the fireball fizzles. When a fireball is redirected, the wizard who is considered the "attacker" changes. After the fireball is resolved, it is now the turn of the person after whoever attacked first.

The winner gets to declare what abilities Jokers have in the next round. Shuffle them in.

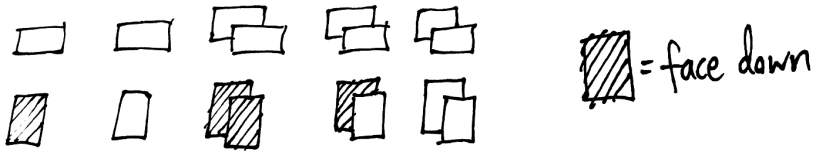
Free Market

Cards, 2 players, strategic (easy)

Summary: In a rush to purchase points, will you spend right now or save for later? Will you buy knowns or take risks? Your consumer mentality decides whether you'll win.

Setup: Remove Jokers and shuffle the deck. Assign each player a color (black or red) and ten cards face down as "cash." Decide who goes first.

Play: There are 2 markets in total. To set up a market, do like so:



The bottom upright cards are the goods. The sideways cards above them are their cost. A black card means it costs +1 cash, a red means +2.

Players take turns. On a turn, they may either purchase or pass. Face-down goods aren't revealed until they are bought. Once both players pass, discard the market and set up a new one. Switch who goes first. After both players pass again, the game is over.

Money has no more use. Figure out who wins each of these categories.

1.) HIGHEST TOTAL VALUE of cards in your color
2.) MOST FACE CARDS, ones in your color count as 2.
3.) MOST TOTAL CARDS

Aces are worth 1 and face cards only matter for Category 2. In case of a tie, the player with the most dominant suit cards of their color (spades, hearts) wins. Further tiebreakers are dominant suit card total value, then other dominant suit number, then value of that suit. Whoever wins two out of the three categories wins the game.

A War in Paris

Cards, 2 players, strategic (easy)

Summary: Strategically decide which fights to lose so you can win the important ones. Intimidate your opponent into giving up to gain an advantage in the Final Conflict that decides everything.

Setup: Remove Jokers. Separate the black and red cards into two decks. Shuffle them separately.

Play: For a 6-Card Draw, deal each player 6 black cards. Revealing at the same time, players may decide to mulligan their hand for a new one. Players will then deal their cards face down into three piles: one with 1 card, one with 2 cards and one with 3 cards. Piles of the same size should sit across from one another.

A player may intimidate by revealing any one of their six cards to double the stakes. The other player must either concede and lose, agree to the raised stakes or reveal one of their own cards to double the stakes again. If the stakes are reraised, the original intimidator must either concede or agree.

Once piles are dealt, reveal the single card piles. Whoever has the more valuable pile wins that fight. Aces are 1s, Jacks are 11s, Queens are 12s and Kings are 13s. Aces automatically beat Kings. Repeat with the 2 and 3 card piles. Whoever wins 2 out of the 3 fights, wins the 6-Card Draw.

If there is ever a tie, deal both players two black cards. Revealing their decision at the same time, they may choose to mulligan. Reveal the cards. Highest hand wins.

The prize for winning 6-Card Draw is a card from the red deck. If the stakes were agreed to be doubled, it is two cards instead. If they were agreed to be doubled twice, it is four cards instead. The winner must play red cards face down on the Final Conflict board, on either side of the battlefield. This means you can play high cards in your piles and low cards in the enemy's.

The Final Conflict is a final round of 6-Card Draw where the victor wins the whole game. As you play rounds of 6-Card Draw with black cards, the board for the Final Conflict will slowly build up. Once 6 or more red cards have been played, the Conflict begins.

Players will draw black cards equal to the amount of cards missing from their piles. (If you have no cards in your single-card pile, one in your two-card pile and two in your three-card pile, you would draw three cards.) Players may mulligan. Complete the piles. Then fight.

Indian Ocean

Cards, 2 players, strategic (hard)

Summary: You are a sailor on the Indian Ocean trade routes, on voyage to five towns where you will collect expensive goods to sell at the market. Along the way, the strategy will be easy but you will have a lot of decisions to make. Which vendors will you charter? Can you defend against bandits? And what will you throw into the Ocean to change the rules right before you reach the end?

Setup: Remove Jokers and shuffle the deck. Deal 4 cards face up in front of each player for their ship. Put the deck on one end of the ships.

Play: Your voyage will visit five towns. Number cards are goods worth their value. Face cards are vendors. At the end of the game, you will sell your goods to your opponent's vendors. Vendors only buy goods that share color with them, so some goods can go unsold. Whoever makes the most money wins.

To visit a town the player with the lighter ship draws 4 cards. The weight of a ship is determined by its card closest to the deck. On ties, go to the next closest. *(Note: Aces are 1s, Jacks weigh 11, Queens weigh 12 and Kings weigh 13.)* That player then does one of three things:

1.) **Swap:** Take a card from the "town" and replace a card on your ship with it. Discard the replaced card.
2.) **Arm:** Take a card from the "town" and put it in your defense pile face down.
3.) **Toss into the Ocean:** Take a card from the "town" and put it in the Ocean pile face down.

After this turn, they pass the "town" to their opponent to visit it. This repeats until there are no more cards in the town.

After a town is depleted, it's time to **check for bandits**. Reveal and discard the top card of the deck. If it is black, clear waters. If it is red, bandits attack! The player with the lower total defense gets attacked. The other player selects a card on their ship to discard. They then select

from one of these options to replace it: the revealed red card, any defense card or the top card of the deck. Players discard their defenses and travel on.

After five towns, the Ocean's Fortune will change how things are scored. Shuffle up the Ocean and reveal one card. The suit of that card determines the event:

Spades — Collision! The ships collide into each other, losing the cards farthest from the deck in the wreck.

Clubs — Recession! Vendors aren't spending as much and will only buy goods that match their suit.

Hearts — Fast winds! The lighter ship has enough time to visit another town but only takes one turn.

Diamonds — Treasure! Both players also score the revealed Ocean card if they can.

Then, sell goods. If a player has no vendors, their opponent scores all goods they have. The richest player wins.

<u>Strategy:</u>

There are a lot of things to do on your turn, but this is an example list of priorities in order:

1. Charter exactly one vendor
2. Acquire valuable goods
3. Lighten your ship
4. Build a defense
5. Toss into the Ocean to control what the Fortune is. This is a way to catch up if you're behind. If there is a lot of a suit, you should:
    a. Spades: Position well
    b. Clubs: Care about suits
    c. Hearts: Be light
    d. Diamonds: Avoid red vendors

Lamarckian Poker

Cards, 2+ players, strategic (hard)

Summary: Named after a failed evolutionary scientist, you play cards to evolve your poker hand, either by gaining the quality or quantity of cards. This is a rare strategic game that can also be played on autopilot for the players who want to go home and sleep.

Visit PokerSuite22 by Crab Fragment Labs.

Cuttle

Cards, 2+ players, strategic (hard)

Summary: Each of the 13 ranks has a special ability in your quest for 21 points, playing like a custom deck battler. A favorite once you memorize the 13.

Visit cuttle.cards

Otro

3 dice, 2+ players, strategic (easy)

Summary: Players watch as the Total ticks down, ready to strategically swap dice out.

Setup: Each player rolls a die and keeps it as their Otro. Get two more dice. Choose who will go first.

Play: Player One rolls two dice and multiplies the two results together. This is the Total. Starting with Player Two and taking turns, players choose to roll either one or two dice at once, subtracting the sum from the Total. If a player lowers the Total to 0 or less, they lose.

After any roll, any player may substitute any die result with their Otro. A player may do this only once per game.

Third Street Dice

4 dice, 2+ players, strategic (easy)

Summary:

Setup: Choose who to go first.

Play: On your turn, roll the dice. Then, choose one to “lock”. Locked dice stay on the table and aren’t rolled on turns.

The player who locks the last die scores points. Each die scores in a different way depending on what the four numbers include:

- 1s and 2s score if there are three dice in a row (1-2-3)
- 3s and 4s score if there is a duplicate
- 5s and 6s score if the total adds up to 13, 14 or 15

Dice can only score once. The first player to 6 points wins.

Optional rule: Players can score after every roll, using all four dice for numbers but only using the locked dice for ways to score points.

Dupeten Rowall

Dice, 2 players, strategic (hard)

Summary: Try to predict what your opponent will do, try to predict what they think you will do and try to predict what is predicted. Confusing, but simple fun.

Setup: Get five dice. Choose who attacks first.

Play: The Attacker will roll the dice and line them up. After both players inspect the results, after a countdown, they will point to a die at the same time. If they both point to the same die, the Attacker loses 2 points. If they point to different dice, the two dice are removed and the Attacker will score points depending on what remains.

Dupe—If there are two of a kind, the Attacker scores 4 points.

Ten—If the remaining dice add up to ten, the Attacker scores 3 points.

Row—If the remaining dice are in order, the Attacker scores 2 points. (No wrapping around. 5, 6 and 1 does not count.)

All—If the remaining dice are all odd or even, the Attacker scores 1 point.

The Attacker can score for multiple reasons. Three of a kind does not trigger Dupe multiple times. The first player to reach 11 points wins.

Strategy: The Defender's main priority is to stop Dupes. The Attacker can imagine the remaining dice if a Dupe is thwarted and try to capitalize on what remains. The Defender can then predict what the Attacker would do and choose to switch up, thwarting that plan instead. The Attacker then must predict what plan the Defender will thwart and go for the other one.

Draw + All Fives

Double-six dominoes, 2+ players, strategic

Summary: This is what people play on the street in 110 degree Caribbean heat. Start with the basic version called Draw Dominoes. https://www.dominorules.com/draw. *(The "set domino" means the first one played.)* After you have a handle on that, upgrade to All Fives. http://www.domino-games.com/domino-rules/allfives-rules.html. This is almost the same game but with a better point system to add strategy. There are a lot of variations but I settled on this being the best of the prevalent.

Below are rules to enlarge in case websites are deleted.

DRAW Number of dominoes drawn: For 2 to 4 players, each player draws 7 tiles. If 5 or more are playing, prior to the start of the game players should determine and agree upon the number of tiles each player should draw from the deck. (If 2 players, each draws 7 or 8 tiles; 3 or 4 players, draw 5 or 6 tiles.)
After each player draws his hand from the deck, the remaining tiles are pushed to one side to make up the boneyard.
If a player cannot match a tile with one in the layout, he must draw from the boneyard until he picks a tile that can be played. He must keep the tiles he drew but couldn't use on that play. If there are no tiles left in the boneyard, the player passes his turn to the player on his left.
Set domino: Any domino may be used.
After a tile has been set, play continues to the left.
How to play: Each player tries to match the pips on one end of a tile from his hand with the pips on an open end of any tile in the layout. If a player is unable to match a tile from his hand with a tile in the layout, the player passes his turn to the player on his left. Each player may play only one tile per turn.
The first player to get rid of all dominoes announces "Domino!" and wins the game. if none of the players can make a play, the game ends in a block. If a game ends in a block, all the players turn the tiles in their hands faceup, count the pips on each tile, and add them together. The player with the lowest total wins the game and earns the points (1 point per pip) of all the tiles left remaining in his opponents' hands. The player who first reaches 100 points or more is the overall winner.
Set Variations: 1) highest double, and in the event no double is drawn, re-shuffle and re-draw; 2) 6-6, and in the event the 6-6 is not drawn, re-shuffle and re-draw; or 3) highest double, and in the event no double is drawn, play the highest single.
Other rules: The game can be played with no spinners (which seems the most often used rule) or by using the first double as the only spinner of the game.
In most places, Draw is played to 100 points. However, there are many different variations, including to 50, 150, 200, or 101 points.

All Fives, a close relative of Muggins and Sniff, is considered by many to be one of the very best domino games. It plays much like Draw Dominoes, except that the goal of the game is not just to go out, but to make the open ends of the layout add up to 5 (or a multiple of five). All Fives is one of a family of games knows as "point games".
Setup
After shuffling the dominoes, each player draws a single tile to determine who goes first; the lead goes to the heaviest tile (this is known as "drawing lots". These tiles are then returned to the stock and reshuffled. Each of the player then draws tiles to make up their hand. The number of tiles drawn depends on the number of players:

- 2 players draw 7 tiles each
- 3 players draw 5 tiles each
- 4 players draw 5 tiles each

The remainder of the tiles make up the boneyard (or "stock"), and are held in or reserve to be drawn upon at need.
Gameplay
The first player (as decided by the drawing of lots) places the first domino. The first tile down can be of any value, and need not be a double. However, the first double played, whether it is the initial tile or not, can be played off of on all four edges. This initial double is known as the *spinner*. All subsequent doubles can only connect on two edges.
Play proceeds to the left (clockwise). Each player adds a domino to an open end of the layout, if he can. If a player is unable to make a move, he must draw dominoes from the boneyard until he can make a move. If there are no dominoes left, then the player must pass.
The object of the game is to make to make the open ends of the layout add up to 5 or a multiple of five (5, 10, 15, 20, etc.). The player who makes such a score receives that number of points.
At any time there may be 2, 3, or 4 open ends. When a double is first played, all of its dots count toward the total.
Examples

1. If the first tile placed is a 5-5, then the player scores a 10. At this point all sides of the 5-5 are available for play.
2. If the second tile placed is a 5-0, then the player scores a 10. At this point three sides of the 5-5 are available for play, as well as the blank.
3. If a 3-5 is played on, the 5-5, the total is 13 (5 + 5 + 3 + 0), so that move scores no points. If the next move is a 0-2, then the total is 15 (5 + 5 + 3 + 2), so the player scores 15 points. The top and bottom of the initial 5-5 are still available for play, as is the 3 and 2.
4. Four moves later, a 5-4 has been placed atop the 5-5, a 2-2 has been placed off the 0-2, a 2-5 has been connected to the 2-2, and a 3-3 has been connected to the 3-5. The total is 20 (5 + 4 + 3 + 3 + 5), so the player scores 20 points. There are now 4 open ends: the bottom of the initial 5-5, the 3-3, the 4, and the 5 on the right. Note that the top and bottom of the 2-2 are not open; likewise the 3-3. Only the first double played is a *spinner*, so in the case of the 3-3, only a single tile may be played to its left.

Ending A Hand
A hand ends either when a player plays all his tiles, or when a game is blocked, at which time the lightest hand wins total of his opponents points (minus any points in hs own hand), rounded to the nearest 5, and divided by 5. For example, if the winning player has 3 points in his hand, and his three opponents have 5, 11, and 13, then the total difference is 26 (5 + 11 + 13 - 3). This is rounded down to 25 and divided by 5. Thus, 5 additional points are added to the winner's total. All players retain the points that they have attained during gameplay, but only the winner gets the bonus points at the end of a hand.
Winning A Game
A game is generally played to 100, 200, or whatever is agree upon before the game begins.
A Cribbage board can also make a handy scorekeeping device. If a Cribbage board is used, the point totals during play (5, 10, 15, etc.) are divided by 5, yielding 1, 2, 3, etc. End-of-hand bonus points are still given full value (in which case they become even more important). Games played using a Cribbage board are typically played to a score of 61.
Variations

- The ends of the initial double (the spinner) do not count towards the point total once both sides of the tile have been played. If using this rule, then the pips on the "5-5" in examples "c" and "d" in the above diagram are not included in the total points.

Shove (Dominican Dominoes)

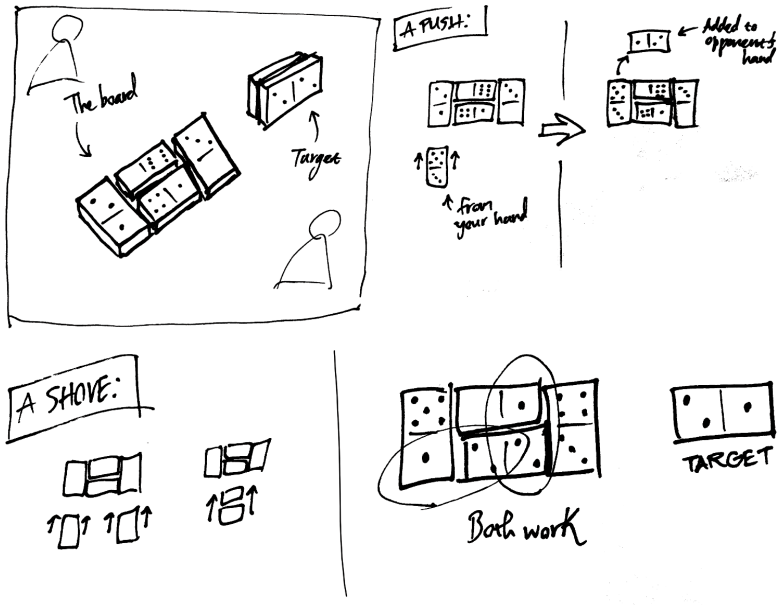
Double-six dominoes, 2 players, strategic (easy)

Summary: Strategically push dominoes around to match the target and score a point.

Setup: Shuffle the dominoes and make a board. Give both players a secret target domino back to back.

Play: Players take turns doing one of three things:

1.) Draw
    a.) Draw a random domino.
2.) Push
    a.) Choose a domino from your hand to "push" into the board from your side. The pushed out domino goes into the opponent's hand.
3.) Shove
    a.) A special move if you have two dominoes in hand. Push the two dominoes at the same time in symmetrical spots. Out of the dominoes that are pushed out, choose one to go into the opponent's hand. The other will replace your target, discarding the old one.

If at any time on your turn you see your domino on the board (including before you take your action), declare and reveal. Stack the two target dominoes and claim it as a point. Players will then draw a domino to use as their new target.

The game ends when there are not enough dominoes to make new targets. If there is a stalemate, players shuffle their hands into the deck. If there is a tie, add the discarded dominoes to the deck.