

Troop 3 Digital Free Diversions

Cadiz

Object of the Game

Cadiz is a game for three or more players requiring the ability to deceive and to detect an opponent's deception. Each player starts with six lives that are lost by having their bluff called, or by calling a bluff improperly. The last person with one or more points wins.

Equipment

Two dice and a dice cup are needed. Additional dice can be used to track remaining lives.

Gameplay

All players start with six lives. Usually players use a die to keep track of their lives, counting down from 6 to 1 as they lose lives, but any method works.

The first player rolls the dice and keeps their value concealed from the other players.

The player then has three choices:

- Tell the truth and announce what has been rolled
- Lie and announce a greater value than that rolled.
- Lie and announce a lesser value.

The concealed dice are then passed to the next player in a clockwise fashion. The receiving player now has two options:

- Believe the passer, roll the dice and pass it on, announcing a higher value—with or without looking at them. (For a poor liar it may be sensible to not look at the dice.)
- Call the passer a liar and look at the dice. If the dice show a lesser value than announced, the passer loses a life and the receiving player starts a new round. However, if the dice show a greater or equal value, the current player loses a life and the next player starts a new round.

Some players play with a third option: Pass the dice to the next player without rolling or looking at them, announcing the same or a higher value. This relieves the original passer of all responsibility. This choice rests on the assumption that the previous player announced a lesser value than they rolled, which may be a sensible choice if they want to get at a player further down the line.

Note that each player must always announce a value greater than the previous value announced, unless she or he is passed a Cadiz in which case the round ends.

If Cadiz is announced, the next player has two choices:

They may give up without looking at the dice and lose one life.

They may look at the dice. If it was a Cadiz, they lose two lives. If it wasn't, the previous player loses one life as usual.

Scoring

Unlike most dice games, the value of the roll is not the sum of the dice.

Instead, the highest die is multiplied by ten and then added to the other die. So a 2 and a 1 is 21 and a 5 and 6 is 65. The highest roll is 21 which is called Cadiz, followed by the doubles from 66 to 11, and then all other rolls from 65 down to 31. Thus, the complete order of rolls (from highest to lowest) is 21 (Cadiz), 66, 55, 44, 33, 22, 11, 65, 64, 63, 62, 61, 54, 53, 52, 51, 43, 42, 41, 32, 31.

Liar's Dice

Object of the Game

Liar's dice is a game for two or more players requiring the ability to deceive and to detect an opponent's deception. As the game progresses players will have less and less dice. The goal of the game is to be the last person standing (with at least 1 or more dice).

Equipment

- 5 dice per player
- 1 dice cup per player (a dice cup can be any type of cup used to conceal the dice)

Gameplay

Determine who goes first. Typically this is done by each player rolling two dice, and the person with the highest combined score starts.

Each round begins by the players shaking the dice in their cups and flipping the dice facedown on the table. Each player can then check their dice (make sure to not let other players see!).

Going clockwise, each player calls out a quantity of a certain dice face value that have supposedly been rolled by all the players collectively. For example "five 3's" means that you claim there are at least five dice with a face value of 3. Each player then subsequently calls out a higher hand

than the previous. Either the number of identical dice must be higher or the face value must be larger or both.

Example:

- Two 3's is greater than three 2's
- Three 3's is greater than two 3's
- Four 2's is greater than three 3's

1's Are Wild

1's are wild and can represent any face value in a call. The exception is if the first call in the round has a 1 in it. For example, if the first player of the round calls two 1's, then for the rest of the round, a 1 can only represent the face value of 1 and no other number. Note: 1's can be called by any player on their turn in the round, regardless if they went first.

Calling Bluffs

Instead of calling out a higher hand on their turn, a player can call a bluff on the previous player by saying "open" or "liar". When this is done all dice are revealed. If there are not enough dice on hand to match the claim, the challenged player loses that round. If the bluff is falsely called, then the challenger loses the round. When a player loses a round they put one of their dice in the middle of the table.

A bluff can also be called out of turn. However, when this is done, the loser stakes are doubled.

After the bluff is called, the loser starts off the next round!

This process continues until only one player has any dice left!

If you get to the point where there are 2 players left that each with only 1 die, bet on the sum of the 2 dice instead, such as “7” or “11.”

Crazy 8s

Object of the Game

The goal is to be the first player to get rid of all the cards in your hand. Any number of players can play.

The Pack

The standard 52-card pack is used. Use one deck per 4 players.

Card Values/Scoring

The player who is the first to have no cards left wins the game. The winning player collects from each other player the value of the cards remaining in that player's hand as follows:

Each eight = 50 points

Each K, Q, J or 10 = 10 points

Each ace = 1 point

Each other card is the pip value

The Deal

Deal 5 cards one at a time, face down, beginning with the player to the left. The balance of the pack is placed face down in the center of the table and forms the stock. The dealer turns up the top card and places it in a separate pile;

this card is the “starter.” If an eight is turned, it is buried in the middle of the pack and the next card is turned.

Gameplay

Starting to the dealer's left, each player must place one card face up on the starter pile. Each card played (other than an eight) must match the card showing on the starter pile, either in suit or in denomination.

Example: If the Q of Clubs is the starter, any club may be played on it or any Queen.

If unable to play, cards are drawn from the top of the stock until a play is possible, or until the stock is exhausted. If unable to play when the stock is exhausted, the player must pass. A player may draw from the stock, even though there may be a playable card in the player's hand.

All eights are wild! That is, an eight may be played at any time in turn, and the player need only specify a suit for it (but never a number). The next player must play either a card of the specified suit or an eight.

Gin Rummy

Object of the Game

Each player uses their hand to form combinations of three or more cards, to get more than the 100 points required to win the game before their opponent does so when played over several hands. This game is for 2 players.

The Deck

Gin Rummy is played with a 52 card deck; the wild cards (jokers) are not used.

Rank of Cards

The order of the cards, from highest to lowest, is: king (K), queen (Q), jack (J), ten, nine, eight, seven, six, five, four, three, deuce and ace.

As for the value of the cards, the figure cards are worth 10 points and the other cards are worth the value indicated by their pips.

The Deal

The deck is spread out on the table and each player takes a card. The player who draws the highest card chooses where to sit and deals out ten cards to each player, one by one, leaving the deck with the remaining cards in the center of the table. The top card of the stock deck is placed face up next to it to start the discard pile. In the following games, the player who wins the previous game becomes the dealer.

Gameplay

The player who did not deal the cards starts the game, with the option to pick up the upturned card next to the stock deck, meaning that one of their cards must be discarded. If the said card is of no interest, the player passes without discarding. The opponent may, in turn, take that card and discard another, and if they are not interested, they pass without discarding. Then the first player can now take the top card off the stock deck, discarding another. The game continues, with each player in turn being able to take the top card off the stock deck or the discard pile, then discarding a card, but which may not be the same card that they just picked up from the discard pile.

The game consists of players grouping the 10 cards in their hand to make minimum combinations of three cards of the same rank or runs of the same suit. The ace can be combined with the deuce but not with the king (K). A player can fold when their hand contains only unmatched cards worth a total value of no more than 10 points, making a Knock. As soon as a player discards their last card, they show all of their cards, announcing the number of points that are left without combining. It is not compulsory to Knock, a player can prolong the game in order to improve their hand. The best hand is to make Gin, consisting of placing down the ten cards combined.

In either case, when a player folds, exposing all of their cards, the opponent does the same, having the opportunity to get rid of those cards that were left unmatched and being able to combine cards with those exposed by the player who Knocked or announced Gin.

In either case, when a player folds, exposing all of their cards, the opponent does the same, having the opportunity to get rid of those cards that were left unmatched and being able to combine cards with those exposed by the player who Knocked or announced Gin.

When a player announces Gin they win the partial game, whereas if a player Knocks, either that player or the opposing player can win it. The player wins if the value of their unmatched cards is less than the value of the opponent's unmatched cards and the opponent wins if the value of their unmatched cards is equal to or less than that of the one that Knocked.

The cards of the opponent to the one who announced Gin or Knocked are valued after having discarded the cards that they have not combined and that link with combinations of the hand laid down by the one declared Gin or Knock.

How to Keep Score

A game ends when sufficient partial games have been played to allow one player to get 100 or more points.

The player who makes Gin, scores 20 points plus the value of the opponent's unmatched cards. If the player who Knocks wins the game, they score the difference in the value of their unmatched cards with those of their opponent, while if the opponent wins, they score 10 points plus the difference in the value of the unmatched cards between both players. If there is no difference, the 10 point bonus remains.

Once the game has finished, the players note down the following bonuses: 100 points for winning a game, 20 points for each partial game won and 100 points for winning all the rounds of a game without the opponent having won any.

Hearts

Object of the Game

To be the player with the lowest score at the end of the game. When one player hits the agreed-upon score or higher, the game ends; and the player with the lowest score wins. Hearts is for four players.

The Pack

The standard 52-card pack is used.

Card Values/Scoring

At the end of each hand, players count the number of hearts they have taken as well as the queen of spades, if applicable. Hearts count as one point each and the queen counts 13 points.

Each heart - 1 point

The Q - 13 points

The aggregate total of all scores for each hand must be a multiple of 26.

The game is usually played to 100 points (some play to 50).

When a player takes all 13 hearts and the queen of spades in one hand, instead of losing 26 points, that player scores zero and each of his opponents score an additional 26 points.

The Deal

Deal the cards one at a time, face down, clockwise. In a four-player game, each is dealt 13 cards; in a three-player game, the 2 of diamonds should be removed, and each player gets 17 cards; in a five-player game, the 2 of clubs should be removed so that each player will get 10 cards.

Gameplay

The player holding the 2 of clubs after the pass makes the opening lead. If the 2 has been removed for the three handed game, then the 3 of clubs is led.

Each player must follow suit if possible. If a player is void of the suit led, a card of any other suit may be discarded. However, if a player has no clubs when the first trick is led, a heart or the queen of spades cannot be discarded. The highest card of the suit led wins a trick and the winner of that trick leads next. There is no trump suit.

The winner of the trick collects it and places it face down. Hearts may not be led until a heart or the queen of spades has been discarded. The queen does not have to be discarded at the first opportunity.

The queen can be led at any time.

Egyptian War

Object of the Game

The goal is to get all of the cards in the deck by winning piles of cards through the luck of wars or slapping skill. Any number of players may play. Players can slap in at anytime if players are using the slapping rules.

The Pack

The standard 52-card pack is used. Jokers can be used. Multiple decks can be used if there are many players.

The Deal

Deal the entire deck out, face down and one at a time, to each player.

Gameplay

Starting with the player to the left of the dealer and going clockwise, players take turns drawing the top card of their deck and placing it in a pile in the center of the group. Players can win all of the cards in the pile and advance in the game by two methods: Face Cards and Slapping (but never a number).

Face Cards

If a player draws a face card from their deck, the next player has a given number of chances to also draw a face card or else the pile goes to the player on their right. A

player's number of chances to draw a face card depends on which face card was initially drawn.

- If an Ace, the next player has 4 chances.
- If a King, the next player has 3 chances.
- If a Queen, the next players has 2 chances.
- If a Jack, the next player has 1 chance.

Slapping (optional)

The following card sequences allow any player to slap the pile and get all of the cards. Players can use any or all of these slapping conditions:

- Double: Two cards of the same rank are played consecutively
- Marriage: A combination of King and Queen are played consecutively
- Sandwich: Two cards of the same rank have one different card in between them
- Big Sandwich: The card played is the same rank as the first card of the pile
- Tens: The number value of the cards played adds up to 10
- Joker: A joker is played

Penalty

If you slap the pile when no sequences are in effect, you must add two cards to the bottom of the pile.

Kings Corner

Object of the Game

Players try to get rid of their cards by playing them in a solitaire-like layout of eight piles, built of alternate red and black cards in descending order. The first player to play all of their cards wins. Up to 4 players may play.

The Pack

Kings Corner is played with a 52 card deck; the jokers are not used

The Deal

Deal seven cards to each player. Place the remaining cards in the middle of the table as a stockpile. Then turn the four top cards over, placing one on each of the four sides of the deck — to the north, south, east, and west. These will be the foundation piles. The cards on the table should make the shape of a cross

Gameplay

The player to the left of the dealer begins by drawing one card from the center stockpile. The player may make as many valid plays as are possible during their turn to get rid of as many cards as possible from their hand. Once there are no more valid moves, it's the next player's turn.

Each player begins their turn by drawing a card from the center stockpile and making as many valid moves as they can.

Valid Moves

Standard move: Play a card (or sequence of cards) on a foundation pile in the cross. To play cards on a foundation pile, the card played must be immediately below the foundation card in rank and of the opposite color (red or black). For example, if a 9♥ is on the foundation pile, then the next card face played must be 8♣ or 8♠. A sequence of cards may also be played, but all the cards in the sequence must obey the lower rank and opposite color rules. Aces are always the lowest cards.

Play a “King in the corner”: Kings are the only cards that can be played in the corner spaces created by the cross. Once a King is played, players may then play cards on that pile like any other foundation pile.

Move an entire foundation pile onto another pile: If the bottom card of a recipient pile and the top card of the moving pile create a valid sequence, you can move the entire pile. This is often possible when the cards are first dealt.

You may play any card or sequence of cards on a vacated foundation pile.

Mao

Object of the Game

Mao is half card game and half prank. The object of the game is to get rid of all of the cards in your hand by playing one card per turn. The biggest twist in this game is that you are not allowed to teach the rules to new players. They must figure it out by observing gameplay and making mistakes, hence the prank. Any number of players can play.

The Deck

The size of the deck is not important. Usually, you want about one 52 card deck for every 2 – 3 players. Extra cards, missing cards and non-matching card backs are also okay.

The Deal

Each player is dealt 7 cards. Once the cards are dealt the dealer will place the remaining cards face down in the middle of the playing area as the draw pile and place the top card face up next to the draw pile.

Gameplay

Upon receiving their cards, players are not allowed to touch their cards until the dealer says, “The seven card game of Mao is now in session.” At this point game play will begin with the player to the left of the dealer and continue clockwise from there.

On each player’s turn they may play one card of the same value or suit of the face up card in the middle of the play area. If the player is unable to do so, they must draw one card and knock on the table.

Special Rules

These are the rules that really give new players the hardest time.

- **Talking** is not allowed during gameplay
- Playing an **8** reverses the order of play.
- Playing an **Ace** skips the next players turn
- **Jacks** are wild cards. It can be played on any suit and the player calls out a new suit of their choosing. Play will continue as if the chosen suit is on top of the play pile.
- When playing a **spade** card, you must name the card just played. For example, Jack plays the ace of spades, so he must say “Ace of spades.”
- If a **seven** is played, the player must say "Have a nice day," and the next player must either draw a card or play another seven and say "Have a very nice day.”
- If multiple sevens are played in a row, the player of each seven must add one "very" to the phrase "Have a very nice day," and when a player is unable to play a seven, they must draw one card for each seven played before their turn. This concludes the players turn.

Giving Penalties

Whenever a rule is broken, the player is penalized by being given one card from the draw pile. Any player can administer a penalty card, and upon giving the card, they must state what the penalized play has done to deserve the card.

For example:

1. Jim talks during the game. You give Jim one card and say, "Talking."
2. Suzy plays a seven, but forgets to say "Have a nice day." You give her one card and say, "Failure to say 'have a nice day.'"

Bad Calls

If a player penalizes you improperly, you may give that player the penalty card they just gave you and one additional penalty card and say, "bad call."

Calling "Point of Order"

Talking is not allowed in the game. This makes disputes on the rules not only difficult, but impossible during normal game play.

If a break in the game is needed for any reason, any player can declare a point of order by saying "Point of Order."

Point of order rules:

- Talking is allowed
- Players must refer to everyone, including themselves, in the third person.
- Saying "point of order" is not allowed during a point of order. A penalty card will be given and explained by saying, "Saying P of O during a P of O."
- The point of order is ended when any player says, "Point taken."

Ending the Game

The game is won when a player plays his or her very last card and says, "Mao." The winner of the game gets to make up one new rule for the next time the game is played. This rule cannot contradict an already existing rule. This rule is not told to the rest of the players. They must figure it out during gameplay.

Speed

Object of the Game

Speed is much like standard solitaire, where each player attempts to empty their hand by playing on to piles shared by all of the players. Speed is for two or more players.

The Pack

The standard 52-card pack is used. Add one additional deck for every two players.

The Deal

Set two cards in the middle of a table face down. Make two piles of five cards to either side of those cards and deal out the remaining cards to each of the players (each of the players should get 20 cards each). Each player then grabs five cards for their hand.

Card Values

The order of the cards is the standard Ace-10, Jack, Queen, King, where the values loop from highest back to lowest (i.e. aces placed on kings, kings placed on aces). Suits do not matter in this game.

Gameplay

To begin the game, each player reaches to one of the center cards on the table and turns it face up. The players can now start placing cards. Cards placed on one of the

piles must be either one greater or one less than the face value of the uppermost card on the pile.

If a player cannot play and they have less than five cards in their hand, they may draw from their draw pile, *but they do not have to*.

Players do not take turns; play is realtime and goes as fast as players can play.

If neither of the players can place another card in a center pile, and both players have five cards in their hands, both players pick up a card from the piles placed to either side of the center piles and places it in the nearest center pile. If both players still cannot move, they repeat this process until all cards are gone, in which case, cards from the bottom of the center piles are placed on top.

The game ends when one player runs out of cards in their hand. Optionally, you can play until players play of all the cards in their decks.

More Than Two Players

To play with more than two players, add one more central card to play on and another stack of five cards in case of scenarios where all players are stuck for each additional player. Deal out all of the remaining cards to the players.

Spite & Malice

Object of the Game

Spite and Malice can be played with two or more players. The first player to clear their entire goal pile will win the game. The final card can be won via a play onto a set, or by a discard.

The Deck

You need multiple standard 52-card decks with 2 Jokers each. For each player in the game, one deck is required.

Card Values/Scoring

Spite and Malice is a puzzle-style game like Solitaire, and hence uses card ranks where Aces are the lowest and Kings are the highest.

Suits are not relevant in this game.

A player who manages to clear their goal pile will be awarded 5 points.

When a player wins the round, they are also awarded points based on the number of remaining cards in their opponent's goal piles.

The Deal

All decks are shuffled together and then cut by each player. A dealer is then selected, either by deck splitting or at random.

The dealer then deals 26 cards to each player. These cards are set aside to form each player's goal pile. These cards cannot be viewed by their corresponding player.

The top card of each goal pile is turned face up, and placed on top of the pile.

The remaining cards are then placed face-down at the center of the board, forming the stock or the draw pile.

Gameplay

The dealer goes first, and the turn order proceeds in a clockwise order.

Each player begins their turn by drawing cards from the draw pile until their hands consist of 5 cards each. This process will repeat for each turn, with each player drawing the needed number of cards to replenish their hand.

For example, if a player ended their previous turn with 3 cards, they will draw 2 cards to refill their hand to 5 cards.

Note that it is possible for players to play all 5 cards from hand before the turn ends. If this happens, the player will draw 5 cards from the draw pile.

After replenishing their hand, players will make any possible plays to the sequences on the board. Like in Solitaire, players need to create sequences beginning with Aces, and sequentially ascending card-by-card until Kings are played

to complete the set.

If Aces are ever drawn or revealed from the goal pile, they are played immediately.

Once a set is completed from Aces to Kings, it is set aside. These cards will not be used in play until the draw pile has been depleted. Once the draw pile is depleted, all completed sets so far are shuffled and returned to form the new draw pile.

Players can make plays using the 5 cards in hand, cards at the top of each discard pile, and the top card of the goal pile. Once the top card of the goal pile is played, the next card is revealed and can be played again if there are valid moves.

Once a player decides to end their turn, they discard one card from their hand. Discards are made to the discard piles. Each player has 4 discard piles each, and players can only play the top card of each discard pile before gaining access to the bottom cards.

Discarding will always end a turn.

Sets are shared among all players, and players can play their cards onto any available set, regardless of who started the set.

Jokers

In Spite and Malice, Jokers are wild cards and can be played in place of any other card. This includes the Aces used in starting new sets as well.

Players then continue the sets, assuming the Joker substitutes the initial card. For example, if a Player plays a Joker onto a set with a Jack, the Joker substitutes a Queen. Thus, the next card to be played onto the set will need to be a King.

Spoons

gets a letter. If at any time the draw cards run out, pause to reshuffle the trash pile and keep going.

Object of the Game

Players take turns trying to collect a four-of-a-kind. Once someone does, everyone tries to grab a spoon. Without a spoon, you get a letter. Spell S-P-O-O-N and you're out. The winner is the last player remaining.

The Pack

A standard deck of 52 cards is used plus a number of spoons using one fewer spoon than the number of players playing in the game

The Deal

Arrange the spoons in a small circle in the center of the table and deal four cards to each player.

Gameplay

Each player tries to make four of a kind. The dealer takes a card off the top of the deck to have five cards in their hand, removes one and passes it face down to the left. Each player discards to the person on their left.

The last player places their discard into a trash pile. Cards are picked up and passed quickly around the table until someone gets four of a kind and takes a spoon from the center. Once the player with four of a kind takes a spoon, anyone can take a spoon. The player left without a spoon

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