



PLAYING CARDS

HOW TO PLAY

VINGA



SOLITAIRE

1 player



The cards:

Use a standard deck of cards. Remove the jokers.

The aim of the game:

To create a complete suits. Note: Ace is the lowest card and King is the highest.

Setting up the game:





Shuffle the cards and place seven in a row face-down. Then turn the first left card face up and the remaining six placed face down. For the next row, place a card face up on the second card and place one card face down on each card for the rest of the rows. Overlap the cards so the one underneath is partially visible.

Continue in this manner, placing a card face up on the third column and face down for the rest of the row; and face up on the fourth column and face down for the rest of the row, until all columns have one face-up card on them. There should now be 28 cards laid down in total, with seven facing up at the bottom of each column.

The remaining 24 cards form a stockpile and should be placed face down.


The game play:

Start to create a foundation row of suits, by placing any Aces you have from the face-up cards in you 28-card layout onto the row. The Ace should be the




first card in the foundation. You can then move any twos onto Aces of the same suit in the foundation row, and so on.

Now start to build cards on the layout, using only the face-up cards. This is played by placing the cards in descending order, alternating between red and black cards. For instance, if you have a red nine of hearts face up at the bottom of a column, you may move a black eight of spades onto it. Whenever a face-up card is moved to another column, you may turn over the bottom card of the original column so that it is face up.



If a column left empty because all of its cards have been moved, you may place any available face-up Kings in the space to start a column. There must only be maximum of seven columns at any one time.



As the cards are revealed add them to the foundation row to make up the suits. If you have exhausted all possible moves, you can take from the stockpile. If you cannot place this card put it face up onto a waste pile, leaving it available for play at any time.

The game is played until all possible cards have been moved from the layout to the foundation row.

The scoring:

The game is played with five rounds. To find your total score, add up the number of foundation cards you have in each round.



PONTOON - 21

2+ players


The cards:

Use a standard deck of cards. Remove the jokers. The cards have the following values; Ace= 1 or 11 points; Jack, Queen and King = 10; the remaining number cards are worth their face value.

The aim of the game:

To get a better hand than the banker with a value of up to 21.

The game play:




Deal the cards to each player face up until a Jack is revealed. The player who receives the Jack is the banker. Players must now decide on minimum and maximum bets (1 and 5 for instance).

The players (excluding the banker) must now assemble cards so they are as close to the value of 21 as possible.

The best hand is "Pontoon" comprising of an Ace and a card with a value of ten, such as a King. Next is a five-card-trick with a value up to 21, then a four-card trick or three-card trick. A hand of three or four cards worth 21 points will beat everything except a Pontoon or Five-card trick. Five is the maximum number of cards a player can hold.

The banker starts by dealing one card face down to everybody including themselves. The players can now look at their cards and bet within the minimum and maximum range of bets. The banker then deals everybody a second card. If with your two cards you





have a Pontoon, turn the Ace face up and place it on the other card and pass your go.

If you don't have a Pontoon, you have several options:

Stick - To request to be dealt no more cards say "stick"; however, you cannot stick if your card's total are less than 15.

Twist - To request that the banker turns over the next card so it is face up say "twist". This can be done three times in total.

Buy a card - You can pay the banker to receive another face-down card. This can be done three times. You may twist after buying, but cannot buy after twisting.

Split - If you hold two cards of the same value, you can turn up both cards, and place a bet on each. The banker will deal another face-down card onto each and you can continue to play with both hands.

By the end of these rounds, players will: have declared a pontoon; have gone bust (when the card total exceeds 21); have cards with a value between 15 and 21; or have a five-card trick.

The banker can now turn over their cards to stick or twist as many times as they require. However, while they can stick on any total, they are not able to buy or split.

Now the other players can turn over their cards, and all bets can be settled. If there is a tie, then the banker will win, as their cards are always unbeatable. The cards are not shuffled between deals unless a player has a pontoon that round.





WHIST

2-4 players

The cards:

Use a standard deck of cards. Remove the jokers.
The Ace has the highest value and 2 has the lowest.

The players:

Four players in two teams of two.

The aim of the game:

For one team to win the most "Tricks".

The gameplay:

Once a dealer is nominated, they deal 13 cards face down to each player. The final card, which must be dealt to the dealer, is placed face up.

This card will show which suit is trump for the game. The player to the left of the dealer starts by playing any card they wish. Then continuing clockwise, the other players must play the same suit on top, unless they are unable to do so - if this is the case, they can play any card from a different suit (including the trump). The winner of the round is the team with the highest card from the suit (or the player who played the trump card, if it is higher). Play until all 13 tricks have been played.

The scoring:

Teams score a single point for each trick they gain



in excess of six tricks. For instance, if a team wins nine tricks, they will gain 3 points. The first team to reach five points is declared the winner.





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