

2
♠

3-5P

Bouillotte

Deal:

3P - remove all Q, J, 10, 7, 6, 5, 4, 3, 2

4P - remove all 10, 7, 6, 5, 4, 3, 2

5P - remove all 10, 6, 5, 4, 3, 2

3 cards to each player, next card face up in centre of table (communal card)

Play:

- 1) Each player bets in turn they have the highest scoring hand including communal card
- 2) Betting continues with higher bets until no player wishes to raise the bet
- 3) Player with highest scoring hand wins all bets

Score:

4 of a kind

3 of a kind (not using communal card)

3 of a kind (using communal card)

highest card

♥
2

3
♠

2P

Poker

Deal:

5 cards to each player

Play:

- 1) 1-3 cards maybe rejected and replaced by the dealer
- 2) Only play once round the table

Score:

In order (highest 1st)

straight flush (eg A♠, K♠, Q♠, J♠, 10♠)

4 of a kind (eg 3♥, 3♦, 3♣, 3♠)

full house (eg K♥, K♠, 4♠, 4♠, 4♦)

flush (eg 10♥, 9♥, 8♥, 4♥, 2♥)

straight (eg K♦, Q♠, J♥, 10♠, 9♠)

3 of a kind (eg 6♦, 6♥, 6♣)

2 pair (eg 4♠, 4♦, Q♥, Q♦)

1 pair (eg 7♦, 7♥)

♥
3

4
♠

3-7P

Liar Poker

Deal:

52 cards plus 2 jokers

5 cards delt to 1st player

Play:

- 1) Player declares a poker hand without showing hand to other players
- 2) Next player can either accept or challenge declaration
- 3a) If accepted, hand is passed to next player without revealing, next player can exchange 0-4 cards and must then make a higher declaration, play continues
- 3b) If challenged and player has declared hand or better, challenger pays player 1, otherwise player pays 1

♥
4

5
♠

3-8P

Fantan

Deal:

All cards to players

Play:

- 1) Valid cards are 7 (played to start new row), or value one lower or higher of same suit (to build row)
- 2) Player must play if able to do so (A low, K high)
- 3) Build up and down from initial seven

End:

First player to lay all their cards

Betting (optional):

- 1) If you can't go pay 1 to pool
- 2) If you can play but refuse, pay 3 to each player
- 3) First player out gets pool plus 1 from each opponent for each card left in the hand

♥
5

6
♠

3-10P

Pontoon

Deal:

1 card face down to each player

Play:

- 1) Bets placed on first card, then 2nd card dealt
- 2) Each player in turn plays to completion
- 3) Must score between 16 and 21 (if more than 21 player is bust and out of game)
- 4) Cards may be split if value is the same
- 5) Cards may be bought (increase bet, card delt face down) or twist (card delt face up)

Score:

Cards are face value, JQK are 10, A is 1 or 11

'Royal Pontoon' (3 sevens) - wins 3x stake

'Pontoon' (21 on 2 cards) - wins 2x stake

'5 card trick' (5 cards totalling 21 or less) beats

all except 5 card trick - wins 2x stake

♥
6

7
♠

4P

Solo Whist

Deal:

13 each, last dealt card is shown face up and indicates trumps before taken into dealers hand

Bidding:

Names of bids lowest first (point value)

Solo(2) - win at least 5 tricks using turned card as trumps

Misere(3) - lose every trick with no trumps

Abundance(4) - win at least 9 tricks using

player declared trumps

Royal Abundance(5) - win at least 9 tricks using

turned card as trumps

Misere Ouverte(6) - lose every trick with no

trumps and hand placed face up on the table

after the first trick has been won

(continued on 8♠)

♥
7

8
♠

4P

Solo Whist

(continued from 7♠)

Abundance Declared(8) - win all 13 tricks with no trumps, but leading the first trick

Play:

- 1) Highest bidder players against other 3
- 2) Player to left of dealer leads
- 3) Players must follow suit if possible
- 4) Trick won by highest trump or highest card of suit that lead
- 5) Winner of trick leads next hand

Score:

Soloist, if successful claims bid value from each player, if unsuccessful, pays bid value to each other player

♥
8

9
♠

3-10P

Red Dog

Deal:

5 cards each, place rest of pack face down between players

Play:

- 1) Each player puts equal amounts into pot
- 2) Each player bets they can beat face down top card (min = 1, max = value of pot)
- 3) Top card revealed
- 4) Each player reveals only winning card, if possible, bets resolved
- 5) All players cards and top card placed on bottom of deck

Score:

If player has a winning card, they can claim amount bet from pot

If not, bet is added to pot

♥
9

10
♠

3-10P

Let It Ride

Deal:

3 cards to players, 2 to dealer

Play:

- 1) Place equal stakes on all 3 cards
- 2) Look at cards, withdraw 1 stake if desired
- 3) Dealer reveals one card, players may withdraw 1 stake if required
- 4) Dealer reveals second card
- 5) Dealer pays out based on poker hands

Score:

straight flush 200-1

4 of a kind 50-1

full house 11-1

flush 8-1

straight 5-1

3 of a kind 3-1

2 pair 2-1

1 pair 1-1

♥
10