



Card Games

A deck of rules

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Card Game Rules
howto.cards/en

A DECK OF RULES

Card Games

Each card has quick rules on the front and a cheat sheet on the back. Scan the QR code for the complete rules.

SUITS

♠ Spades · ♥ Hearts · ♦ Diamonds · ♣ Clubs

RANKS (HIGH → LOW)

A K Q J 10 9 8 7 6 5 4 3 2





GAME 1 OF 18

Mau Mau

2-5 PLAYERS • 15 MIN • 6+

32 cards (7-A) of a 52-card deck, no jokers

- **Goal:** get rid of all your cards first.
- **Cards:** 7-A (32); all 52 with 5+ players. Deal **5 each**, turn up one card.
- **Turn:** play one card matching the top card in **suit or rank** – or **draw 1** (play it at once if it fits).
- **7:** next player draws **2** – or adds a 7 (+2).
- **8:** next player is **skipped**.
- **Jack:** wild, **name a suit**. No Jack on Jack.
- One card left: say "**Mau!**" (forgot: draw 1). Last card: "**Mau-Mau!**"
- Draw pile empty: reshuffle discards, keep top card.



Full rules & variants:
howto.cards/en/mau-mau





CHEAT SHEET

Mau Mau

SPECIAL CARDS

CARD	EFFECT
7	Next draws 2 – or plays a 7 (4, 6, 8 ...)
8	Next player skipped
J	Wild, name a suit – not on a Jack
A	Nothing (variant: play again)

Start card 7: first player draws 2 · 8: skipped · J: free choice.

"Mau!" with one card left – forgot it: draw 1.

POINTS LEFT IN HAND

A 11 · K 4 · Q 3 · J 2 · 10–7 face value. Play to **100** – lowest total wins.



Cabo

2–4 PLAYERS • 30 MIN • 8+

52 cards: 52-card deck plus 2 jokers, without ♥K and ♦K

- **Goal:** lowest card total at round end.
- **Setup:** 4 cards face down in a 2 × 2 grid; peek once at your nearest two. Flip one card as discard pile.
- **Turn – do one:**
- **Draw:** exchange it with a card, or discard it and use its **action** (7/8 peek, 9/10 spy, J/Q blind swap).
- **Take** the top discard and exchange it.
- **Call “Cabo!”** – everyone else gets one more turn.
- Exchange **several equal cards** at once; mismatch = penalty card.
- Lowest scores **0**; wrong Cabo **+10**.
- Over **100** ends the game.



Full rules & variants:
howto.cards/en/cabo



Cabo

CARD	POINTS	ACTION
Joker	0	–
A–6	1–6	–
7, 8	7, 8	Peek own card
9, 10	9, 10	Spy on another's card
J, Q	11, 12	Swap blind with another
K ♠ ♣	13	–

Actions only when drawn and discarded directly.

Deck: no ♥ K ♦ K.

- **Lowest total:** 0 · others: their total
- **Wrong Cabo** (tie or not lowest): total **+10**
- **Kamikaze** (Q Q K K): you 0, all others **50**
- Draw pile empty: round ends, no penalty
- **Exactly 100 → 50** (once) · **over 100:** game ends, lowest wins



Gin Rummy

2 PLAYERS • 45 MIN • 10+

52 cards, no jokers

- **Goal:** form **sets** (3–4 of a rank) and **runs** (3+ in suit, A low); keep **deadwood** low.
- **Deal:** 10 cards each, one upcard, rest is the stock.
- **First turn:** non-dealer, then dealer may take the upcard; else non-dealer draws from stock.
- **Turn:** draw from **stock or discards**, then discard one (not the card just taken).
- **Knock** with deadwood ≤ 10 : discard face down, show melds. **Gin** = 0 deadwood.
- Defender **lays off** onto knocker's melds (not after gin).
- Lower deadwood scores the difference. Game to **100**.



Full rules & variants:
howto.cards/en/gin-rummy





Gin Rummy

HAND SCORES

RESULT	POINTS
Knock, less deadwood	difference
Gin (no lay-off)	25 + opponent's deadwood
Big Gin (11 cards)	31 + opponent's deadwood
Undercut (defender $\leq$ knocker)	difference + 25 to defender

GAME END

- Deadwood: **J Q K = 10**, **A = 1**, others face value.
- Knock limit: **10**. Stock down to **2 cards** → draw, same dealer.
- At **100**: winner **+100**, each player **+25** per hand won.
- **Shutout** (loser won no hand): winner's total doubled.



Golf

2–8 PLAYERS • 30 MIN • 8+

52 cards, no jokers (two decks for 5–8 players)

- **Goal:** lowest score after **9 holes** (rounds).
- **Deal 6** face down in **2 rows of 3**, unseen. Flip **2** face up.
- Rest = **stock**; top card turned up = **discard pile**.
- **Turn:** take the top **discard** or **stock** card.
- **Swap** it for any of your 6 cards (new card face up, old one discarded) – or, if from the stock, **discard** it.
- A discard you take **must** be swapped in.
- **All 6 face up** → everyone else gets **one last turn**; reveal all and score.
- Dealer passes left.



Full rules & variants:
howto.cards/en/golf

Golf

CARD VALUES

CARD	POINTS
A	1
2	-2
3-10	face value
J, Q	10
K	0
Pair in a column	0 (two 2s too)

END

- Someone has **all 6 face up** → each other player gets **one more turn**, then reveal and score.
- 9 holes**, dealer rotates left. **Lowest total wins.**



Casino

2-4 PLAYERS · 30 MIN · 8+

52 cards, no jokers

- **Goal:** capture table cards; score for cards, spades, Aces, 10 ♦ and 2 ♠. Game to **21**.
- **Deal:** 4 each + 4 face up on the table, 2 at a time. Later: 4 more each, none to the table.
- **Turn:** play one card to **capture** (same rank, or table cards **summing** to it), **build** a total you can take next turn, or **trail** it face up.
- Opponent may take or **increase** your build. With a build you may not trail.
- Clearing the table = **sweep**.
- Last capturer takes the leftover table cards.



Full rules & variants:
howto.cards/en/casino





Casino

ROUND SCORING

ITEM	POINTS
Most cards (27+)	3
Most spades (7+)	1
Big Casino 10	2
Little Casino 2	1
Each Ace	1
Each sweep	1

REMINDERS

- **A=1**, 2–10 face value. **JQK** only pair, one at a time.
- Ties score nothing. Multiple builds can't be increased.
- At **21**: count cards, spades, 10 , 2 , Aces, sweeps in that order.



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GAME 6 OF 18

Bezique

2 PLAYERS · 60 MIN · 10+

2 × 52 cards: 64 cards A–7 (remove 2–6 and jokers)

- **Goal:** score **melds** and win **brisques** (A, 10 = 10 each).
Game to **1000**.
- **Deck:** 64 cards A–7 (two decks). Order: **A 10 K Q J 9 8 7**.
- **Deal:** 8 each (3-2-3), turn up **trump**. Trump 7 → dealer +10.
- **Phase 1:** no need to follow suit. Trick winner may **meld once**, then draws first.
- Melded cards still count as hand cards.
- **Last 2 cards:** winner takes stock card, loser the trump.
- **Phase 2:** follow suit, **must win**, else trump. No melds.
Last trick +10.



Full rules & variants:
howto.cards/en/bezique



Bezique

MELDS

MELD	POINTS
Marriage K+Q / in trump	20 / 40
Bezique Q♠ + J♦	40
Double bezique	500
Four A / K / Q / J	100 / 80 / 60 / 40
Sequence A 10 K Q J trump	250
Trump 7 (show or exchange)	10

ALSO

- Brisques (A, 10) in tricks: **10 each**. Last trick: **10**.
- Reuse a card only in a **different kind** of meld.
- Marriage → sequence OK; sequence → marriage scores 0.

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GAME 7 OF 18

Schnapsen

2 PLAYERS · 20 MIN · 10+

20 cards: A, 10, K, Q, J of each suit

- **Goal:** first to **66** points (tricks + marriages) wins the hand.
- **Cards:** A 10 K Q J of each suit (20). Deal 3, turn **trump**, deal 2. Non-dealer leads.
- **Stock open:** play any card; winner draws first and leads.
- **On lead:** announce **K+Q** (20, trump 40; counts after a trick), swap **trump J**, or **close** the stock.
- **Closed/empty:** follow suit, beat, else trump.
- **Claim 66** – wrong claim or failed close: opponent +2 (+3).
- From **7** down to **0** wins the Bummerl.



Full rules & variants:
howto.cards/en/schnapsen





Schnapsen

CARD / RESULT	POINTS
A · 10 · K · Q · J	11 · 10 · 4 · 3 · 2
Marriage (trump)	20 (40)
Loser 33+	1 game pt
Loser < 33 (Schneider)	2 game pts
Loser no trick (schwarz)	3 game pts
Wrong claim / failed close	opponent 2, or 3 if they had no trick

- **120** card points in total. Marriages count only after a trick.
- No claim → winner of the **last trick** wins.
- Count down from **7**; first at **0** wins the Bummerl.



President

4–7 PLAYERS • 30 MIN • 8+

52 cards, no jokers (two decks for 7+ players)

- **Goal:** be first to shed all your cards – become **President**.
- **Rank:** 2 high, A K Q J 10 ... 3 low. Suits don't count.
- **Deal all cards.** Dealer's left leads.
- **Lead** a single, pair, triple or four of a kind.
- **Turn:** play the **same number, higher** – or **pass** (you may play again later).
- All others pass: pile aside, **last player leads**.
- Out first: President ... last: **Beggar**.
- Then: Beggar deals, **cards are exchanged**, Beggar leads.



Full rules & variants:
howto.cards/en/president

President

TITLES AND CARD EXCHANGE

TITLE	GIVES	GETS
President (1st)	any 2	Beggar's best 2
Vice-President (2nd)	any 1	Vice-Beggar's best 1
Citizens	—	—
Vice-Beggar (2nd last)	best 1	any 1
Beggar (last)	best 2	any 2

Order: 2 A K Q J 10 ... 3. Beat with the **same number** of cards, one rank, **higher**.

Passing is always allowed. Out of cards: next player in line takes over the lead.

Points (optional): President 2, Vice 1 – first to **10** wins.

Bura

2-4 PLAYERS · 20 MIN · 10+

36 cards: A-6 (remove 2-5 and jokers)

- **Goal:** first to **claim 31+** card points – from memory.
- **Cards:** A-6 (36). All stake into the **pot**. Deal **3** each, turn **trump**.
- **Lead** 1 card or **2-3 of one suit**; others play as many, any cards.
- To win, beat **each** card (higher same suit or trump).
- Winner **draws first**, all refill to 3, winner leads.
- **Seize the lead: Bura** (3 trumps, wins pot), **3 Aces**, **Molodka** (3 of a plain suit).
- **Claim** right: take pot. Wrong: **double** it.



Full rules & variants:
howto.cards/en/bura



Bura

CARD / EVENT	POINTS / EFFECT
A · 10 · K · Q · J	11 · 10 · 4 · 3 · 2
9 · 8 · 7 · 6	0
Bura (3 trumps)	wins the pot at once
3 Aces	take the lead
Molodka (3 of a plain suit)	take the lead
Claim 31+ right	take the pot
Claim wrong (≤ 30)	double the pot
Nobody claims	all restake, same dealer

- **120** card points in total. Never look at your tricks.
- Same combination twice: earlier player leads.
- The claimer deals next.



Schafkopf

4 PLAYERS • 60 MIN • 12+

32 cards: 7 to A of each suit

- **Goal:** declarer's side takes **61** of 120 points.
- **Cards:** 7–A of each suit (32), 8 each. Left of dealer leads.
- **Trumps:** all **Q**, all **J**, then ♥ A 10 K 9 8 7. Plain suits: A 10 K 9 8 7.
- **Bid:** "I'd play" or "Pass"; the higher game wins.
- **Sauspiel:** call a plain Ace you lack (holding its suit) – its holder is your secret partner.
- **Solo:** alone, any suit as trumps. **Wenz:** only Jacks trump.
- **Follow suit** (trump if trump led); otherwise play anything.



Full rules & variants:
howto.cards/en/schafkopf



Schafkopf

CARD / GAME	POINTS / VALUE
A · 10 · K · Q · J	11 · 10 · 4 · 3 · 2
Sauspiel · Solo, Wenz	10 · 50
Schneider · schwarz	+10 · +20
Each Laufender	+10
Tout	× 2

- **61** wins; declarer loses at 60.
- **Schneider:** losers ≤ 30 . **Schwarz:** no trick.
- **Laufende:** top trumps in a row from Q♣ – from 3 (Wenz: 2 Jacks).
- Called Ace must be played when its suit is led. Run away only with 4+ cards.
- Games: Sauspiel < Wenz < Solo < Tout < Sie.



Doppelkopf

4 PLAYERS · 90 MIN · 12+

48 cards from two decks: 9, 10, J, Q, K, A, each twice

- **Goal:** the ♣Q holders (**Re**) need **121** of 240; **Kontra** 120.
- **Deal** 3 at a time, **12** each (9–A of two decks). Left of dealer leads.
- **Trumps:** ♥10 · Q · J · ♦ A 10 K 9. ♥10 isn't a heart.
- **Follow** trump or suit, else any card. Equal cards: first wins.
- **Announce** Re/Kontra (+2) with 11 cards, then no 90/60/30/schwarz (+1).
- **Both ♣Q:** Hochzeit – first other winner of tricks 1–3 is your partner. **Solo** ×3.



Full rules & variants:
howto.cards/en/doppelkopf





Doppelkopf

WINNERS SCORE**GAME PTS**

Won

1

Losers < 90 / 60 / 30 / schwarz

+1 each

Re / Kontra announced

+2 each

Each bid, or reaching its target

+1 each

Kontra wins (against the Alten)

+1

Doppelkopf (trick 40+) · fox · Karlchen

+1 each

Solo: ×3 for soloist, no specials

- **Points:** A 11 · 10 10 · K 4 · Q 3 · J 2 · 9 0 (240).
- **Win:** Re 121, Kontra 120; only Kontra announced: Re 120.
- **Deadlines** (cards in hand): Re/Kontra 11 · no 90: 10 · no 60: 9 · no 30: 8 · schwarz 7. Reply: one card later.





Skat

3 PLAYERS • 60 MIN • 12+

32 cards: 7 to A of each suit

- **Goal:** play alone against two and take **61** of 120 points.
- **Cards:** 7–A of each suit (32). Deal **3 – Skat 2 – 4 – 3**.
- **Bidding:** middlehand bids to forehand, rearhand to the winner. Survivor is **declarer**.
- Declarer takes the **Skat** and discards 2, or plays **Hand**; names suit, **Grand** or **Null**.
- **Trumps:** J♣ J♠ J♥ J♦, then A 10 K Q 9 8 7.
- **Forehand leads.** Follow suit (Jacks are trumps), else any card.
- Won **+value**, lost **–2 × value**. Value below bid: **overbid**, lost.



Full rules & variants:
howto.cards/en/skat



Skat

GAME	VALUE
♦ · ♥ · ♠ · ♣	9 · 10 · 11 · 12
Grand	24
Null · Hand	23 · 35
Null ouvert · Hand	46 · 59
Multiplier	tops + game 1
Each +1	Hand, Schneider, announced, Schwarz, announced, ouvert

- **Bids:** 18 20 22 23 24 27 30 33 35 36 40 ...
- **Points:** A 11, 10 10, K 4, Q 3, J 2.
- **Schneider:** ≤ 30 points. **Schwarz:** no trick.
- **Example:** clubs with 2: $(2 + 1) \times 12 = 36$.





Rummy (Rommé)

2-6 PLAYERS • 60 MIN • 8+

2 × 52 cards + 4 jokers

- **Goal:** meld all your cards first; fewest **penalty points** win.
- **Deal:** 13 each; dealer gets **14** and starts by discarding.
- **Melds:** **sets** (3-4 of a rank) and **runs** (3+ in suit; not K-A-2).
- **Turn:** draw (stock or discard), meld, discard one.
- **First meld** ≥ **40**. Then lay off anywhere; swap **jokers** for the real card.
- **Out:** last card face down. Others count their hands.
- **Hand Rommé** (all at once, nobody melded yet): ×2.



Full rules & variants:
howto.cards/en/romme





Rummy (Rommé)

CARD VALUES

CARD	POINTS
K Q J	10
10 – 2	face value
Ace	11 (1 in A-2-3)
Joker in meld	card it replaces
Joker in hand	20

RULES TO REMEMBER

- **Jokers:** never 1 card + 2 jokers; two jokers side by side only in a run of 4+.
- **Joker swap / lay off:** only after your first meld.
- **Stock empty:** round ends, all count their hands.
- **Game:** agreed rounds; fewest points wins.





Bridge

4 PLAYERS · 30 MIN · 12+

52 cards, no jokers

- **Goal:** bid a **contract** with your partner, then make it.
- **Deal** 13 each. Dealer calls first, then clockwise.
- **Bid** level + strain: level + 6 = tricks; ♣ < ♦ < ♥ < ♠ < NT. Or **Pass**, **Double**, **Redouble**. Three passes end it.
- **Declarer:** first of the side to name the strain. Left opponent leads; partner lays cards open as **dummy**.
- **Follow suit**, else any card. Highest trump wins, else highest of suit led.
- **Chicago:** 4 deals. Vulnerable: none · dealer's side ×2 · both.



Full rules & variants:
howto.cards/en/bridge





Bridge

SCORE	NOT VUL · VUL
Trick over 6	♣ ♦ 20 · ♥ ♠ 30 · NT 40, then 30
Game (100+)	300 · 500
Part-score, deal 4	100
Small · grand slam	500/1000 · 750/1500
Down, each	50 · 100
Down, doubled	100, 200, 200, 300 ... · 200, 300 ...
Made doubled · re- doubled	+50 · +100

- **Doubled:** trick points $\times 2$, overtricks 100 · 200.
Redoubled: twice that.
- **Game:** 3NT, 4♥ 4♠, 5♣ 5♦. Part-scores add up.
- **Example:** 4♥ +1, not vul: $120 + 30 + 300 = 450$.





Cribbage

2 PLAYERS • 30 MIN • 10+

52 cards, no jokers

- **Goal:** first to **121** points. Low cut deals; deal alternates.
- **Deal 6** each. Both discard **2** face down to the dealer's **crib**. Cut the **starter**; a Jack gives the dealer **2**.
- **Play:** non-dealer leads; alternate cards, announcing the total. Never over **31**. Score **15**, **31**, pairs, runs.
- Can't play? Say "**Go**"; opponent plays on, then last card pegs **1**. Restart from zero.
- **Show:** non-dealer's hand, dealer's hand, then crib – each with the starter.
- Reaching **121** wins at once.



Full rules & variants:
howto.cards/en/cribbage





Cribbage

SCORING

COMBINATION	PLAY	SHOW
Fifteen	2	2 each
Pair / three / four of a kind	2 / 6 / 12	2 / 6 / 12
Run	1 per card	1 per card
31 / go or last card	2 / 1	–
Flush: 4 in hand / 5 with starter	–	4 / 5
His nobs (J of starter suit)	–	1
His heels (J turned as starter)	2 dealer	–

REMINDERS

- **A=1, JQK=10**. Ace is low in runs.
- Crib flush only with all **5** cards.
- Skunk: loser under **91**. Short game: **61**.





Big Two

4 PLAYERS · 30 MIN · 10+

52 cards, no jokers

- **Goal:** be first to play all your cards.
- **Rank:** 2 high ... 3 low. Suits: ♠ > ♥ > ♣ > ♦ .
- **Deal 13 each**, play to the right. 3 ♦ leads and must be played.
- **Plays:** single, pair, triple, **five-card hand**.
- **Beat** the last play: **same number** of cards, **higher** – or **pass** (you may play again later).
- All others pass: **last player leads** anything.
- Someone is out: hand ends. Others score **penalty points** for cards left.
- **Fewest points** wins.



Full rules & variants:
howto.cards/en/big-two





Big Two

FIVE-CARD HANDS (LOW TO HIGH)

HAND	TIES BROKEN BY
Straight	top card, then its suit
Flush	suit, then top card
Full house	the triple
Four of a kind + 1	the four
Straight flush	top card, then suit

Straights: A-2-3-4-5 lowest ... 10-J-Q-K-A highest. Stronger kind beats weaker.

PENALTY PER CARD LEFT

1-9 cards: 1 each · **10-12**: 2 each · **13**: 3 each (39). Winner: 0.





Oh Hell!

3–7 PLAYERS • 60 MIN • 10+

52 cards, no jokers (4 jokers for the Wizard-style variant)

- **Goal:** win **exactly** as many tricks as you bid.
- **Cards:** 3–5 players 10, 6 players 8, 7 players 7 – then one fewer each hand down to **1**, and back up.
- **Trump:** turn the next card.
- **Bid** 0 or more, from dealer's left; **dealer last**. Hook: bids may **not add up** to the number of tricks.
- Dealer's left leads. **Follow suit**; if you can't, play anything. Highest trump, else highest card of the suit led, wins.
- **Exact:** 10 + tricks. **Missed:** tricks only.
- Highest total after the last hand wins.



Full rules & variants:
howto.cards/en/oh-hell





Oh Hell!

RESULT	POINTS
Exact bid	10 + 1 per trick
Bid 0, no trick	10
Missed bid	1 per trick
<i>Variant:</i> Blackout	exact 10 + bid, else 0
<i>Wizard-style:</i> exact	20 + 10 per trick
<i>Wizard-style:</i> missed	-10 per trick off

- **Hook:** dealer may not make total bids = tricks.
- **Wizard-style:** coloured jokers = **Wizards** (first one wins the trick), black = **Jesters** (always lose); both playable any time.



Orbit

3-5 PLAYERS · 30 MIN · 10+

Two decks: A-9 of each suit plus the four Kings to play, the whole second deck (no jokers) for tasks

- **Goal, together:** every player fulfils all their **tasks**.
- **Play cards:** A-9 of each suit (A = 1) + 4 **Kings** (trumps). 4 players 10 each, 5 players 8, 3 players 13 (last card face up, out).
- **K♠ = commander:** turns up 6 task cards (deck 2). In turn, take one until the difficulties add up to the **target:** $\text{mission} \div 2 + 1$.
- Commander leads. **Follow suit.** Highest King, else highest of suit led, wins and leads.
- **No talking about cards**, just one **signal** each.
- Any task failed → retry.



Full rules & variants:
howto.cards/en/orbit





Orbit

CARD	I WIN ...	DIFF.
A · 2	exactly 1 · 2 tricks	2 · 3
3 · 4	3+ cards of this suit · all 4 suits	3 · 2
5 · 9	the 1 · the 9 of this suit	2 · 1
6 · 7	no card of this suit · no tricks	2 · 2
8 · 10	no King · more tricks than left player	2 · 2
J · Q · K	first · last trick · a trick with a 1	1 · 3 · 3

- **Trumps:** K♣ < K♦ < K♥ < K♠; Kings are no suit.
- **Signal** (between tricks, no King): card face up, coin **top** highest · **middle** only · **bottom** lowest of that suit.
- **Radio silence** (no signals): missions 5, 10, 15, 20. 5 players: target -1.

