

COURT

A bluffing game.
A push your luck game.
A doubling down game.

3+ players
52 card deck

TO SETUP, each player receives one complete suit of cards, separated into **1 through 7** and **jack queen king**. 8, 9, and 10 are unused. Each player places **their score pile** face up in front of them – from top to bottom jack, queen, king. Players hold 1 - 7 of their suit in their hands.

TO BEGIN, one player places a card from their hand face-down in front of them. Play then proceeds to their left, with players each placing their own card. After every player has placed at least one card, play continues to the left with each player choosing to place a new card on top of their stack, or to **bet**. If you are out of cards, you must bet.

TO BET, instead of playing a new card the current player will say a number out loud to everyone. Each player afterward will either **bet a lower number**, or **pass**. When only a single player has not passed, they will flip up the **top card** from each players stack in clockwise order starting from themselves. If the sum total of the cards' values is less than or equal to their bet, they win the round. Otherwise, they lose the round. If lost, **all the cards** from their stack are discarded face down for the remainder of the game. If won, they receive one point and **the top card** from their opponents' stacks are discarded. The next round is led by the player to the left of the person who led the previous round.

TO WIN, a player must either receive two points, or be the last player with cards in their hand. If a player runs out of cards, they are out of the game. When a player receives a point, they place the top card from their score pile on the bottom. When a player reaches their king, they win.
by **Danny Hawk, Emily Koonce, and Alejandra Villanueva**