



Nineteen – a Card Game

Rules –

For 2 or 3 players. Shuffle cards and deal 3 to each player. Place remaining cards face down between the players. Turn over the top card and use it to start a discard pile. Players do not reveal their cards to their opponent. There are 3 rounds of play. Choose a player to go first. The object of the game is to have a hand of cards the sum of which is as close to 19 as possible. During each round, players can stand pat, discard a card & draw a replacement (either from the top of the discard pile or the face down pile), or trade a card with their opponent. When trading, each player picks a card from their opponent's hand. Several cards have two numbers on them – the player can elect which number to use in calculating their total. After three rounds have been played, total each hand. The total closest to 19 is the winner, in the case of a tie, the player whose hand contains the most symbols of a single color wins.

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Variants –

Single player variation. Make five piles of 3 each. Select one pile for yourself and one for the dealer. Shuffle remaining cards and place in a draw pile. Leave the dealer's hand face down. Try to create a total of as close to 19 as possible. First, discard a card and take one from the draw pile. At that point, you may either stand pat or once again discard a card and draw one. Now turn over the dealer's hand. Discard the highest point value card, and draw one or more cards until the dealer is as close to 19 as you, or exceeds 19. Whoever is closer to 19 is the winner – tie goes to the dealer.

Tournament play. Play normal 2 or 3 player rules. At the end of each hand of play, score 5 points if you hit 19 on the nose, 3 if you score 18 or 20, 1 if you score is 17 or 21, and a -3 for any other score. The first player to accrue 19 points is the winner.