

Foresight

A Foresight deck is a standard 52 card Poker deck with two Jokers. However, the backs of the cards convey additional information about the cards. Every card has its suit printed on the back. The more powerful the card is, the more additional suits it has printed on the back and the less information is given. An Ace, King or Joker has all four suits printed on the back, meaning players have no information about its suit, although they know its approximate rank. On a 2 or 3 only one suit is printed on the back giving perfect information about the suit. The number of suits on the back of each rank of card is noted in the table (remember, one of the suits is always correct). Because of the unique backs, a Foresight deck can bring new life to any traditional card game, or you can play one of the games in these rules designed to take advantage of the deck.

Foresight

A trick taking card game for 3-5 players.

Game Components

Foresight uses a Foresight deck with one Joker.

Object of the Game

The first player to have the target number of points or more and succeed in a bid wins the game. If more than one player achieves this in the same turn, the player with the most points wins. If the leading eligible players are tied, play another hand. The target score varies with the number of players: for a three player game, play until one player reaches 21 points. For a four-player game, play to 26 points, and for a five-player game, play to 31 points.

The Deal

Randomly determine the first dealer. After each hand, the deal passes to the left. The dealer first deals the top card to the side, out of play. The suit of that card determines the Trump suit for the hand. If the card is a Joker, there is no Trump for that hand. The dealer then deals out the entire deck as evenly as possible (there will be one left-over card in a three player game, and two in a five player game). The leftovers are out of play, and the fronts should not be revealed.

The first cards dealt to each player form their Hole cards, and may not be picked up until they are played. In a three-player game the first four cards are dealt to the Hole, with four players the first three cards are dealt to the Hole, and with five players the first two cards are dealt to the Hole. Place the Hole cards to one side and keep them separate from the remaining cards. Everyone may look at the backs of the cards in the Hole, but no one may see the front of them until they are played. When players pick up the rest of their hands everyone may look at the information on the backs of those cards. (Tip: Players may decide not to sort their cards by suit so that they do not give away additional information.)

The Bid

Players now bid how many tricks they think they can take. (Each round of cards – one from each player – comprises one trick. Rules for taking tricks are specified below.) The player to the left of the dealer makes the first bid, and the bid goes around clockwise, with

each player bidding once. Each player declares three numbers, each of which corresponds with a number of tricks they will try to take. For example, a player can bid “3 - 4 - 5”, “2 - 2 - 3”, “4 - 4 - 4”, “0 - 0 - 1” or any other combination of three numbers.

The Leader

The player who bid the most total tricks is the leader (if tied, the first person to bid wins). The leader may now pick up one card from their Hole and then put a card into the Hole (it can be the same card). The leader then starts the first trick (see below).

The Play

Each hand consists of a number of tricks, depending on the number of players (17 in a three player game, 13 in a four player game and 10 in a five player game). The player leading the trick selects any card from their hand to play. Each player, in clockwise order, then plays a card from his or her hand into the trick. If they have any cards from the suit led in their hand, they must play a card of that suit – but see the next paragraph for how Hole cards work. Otherwise, they may play any card they wish. The player playing the highest card from the trump suit, if any were played, wins the trick. If no trump cards were played, the highest card of the suit led wins the trick. The Joker ranks as the lowest trump card in the game (lower than the two). The player who wins the trick takes the cards and leads the next trick. Once all cards have been played, the hand is scored.

The Hole cards work a little differently from cards in players' hands. No one may see the faces of the hole cards until the card is played. If a player must follow suit (they have the led suit in hand), they can play a Hole card with the led suit on the back. For example, if Hearts were led, a player with a card marked Spades-Hearts on the back could play it from their Hole and have it count as following suit. If a player does not have to follow suit (they have none of the led suit in hand), they may play any card, including any Hole card. Note that you are never forced to play cards from your Hole, unless all you have left are Hole cards.

Example: Amy leads the four of spades. Bayani has some spades in his hand, and one card with a spade (among other suits) on the back in the Hole. He may play that Hole card (which will count as following suit), or he may play one of his spades from his hand. Bayani plays the Hole card, which turns out to be the 7 of hearts, which happens to be the Trump suit. Colleen has some spades in hand as well, but no eligible cards in the Hole (none of their Hole cards have a spade on the back). Colleen plays the 9 of spades from her hand. Finally, Dan has no spades in his hand, so he may play any card he wishes. He does have a card with a spade on the back in his Hole, but that does not force him to play it. He plays the 8 of hearts from his hand, and takes the trick, having played the highest Trump. Dan now leads the next trick.

The Score

At the end of the hand, each player gets one point for every trick taken. In addition, they get three points for every bid they made. However, the player who takes the fewest tricks scores zero for the hand (and is not eligible to win) if they were the only person taking that many tricks.

Example: If Logan bids 3-4-4 and then takes four tricks, he gets ten points: four for the tricks, and six from making two of his bids. If

he had taken three tricks, he would have scored six points. Two tricks would have been worth two points, and five tricks would have been worth five points.

Heartburn

A trick taking card game based on Hearts for 3-6 players.

Game Components

Heartburn uses a Foresight deck with no Jokers. Cards are ranked Ace (highest), King, Queen, Jack, 10 through 2. With three players, remove the 2 of diamonds. With five players, remove the twos of diamonds and clubs. With six players, remove the two of clubs, two of spades and the two and three of diamonds.

Object of the Game

The object of Heartburn is to score 50 points. If more than one player achieves this on the same turn, the player with the most points wins. If there is a tie, keep playing until there is a sole winner.

The Deal

Determine the first dealer randomly. Deal out the entire deck evenly. Players are dealt one card face down (a Hole card) that they are not allowed to look at. After dealing, players will pass a number of cards to another player. Keep the backs of the chosen cards hidden until all players have determined what cards they will pass. The passing player also chooses one of those cards being passed, which will become a Hole card for the receiving player. Repeat the following pattern until the end of the game.

- 3 players (pass 4 cards): pass left, right and hold
- 4 players (pass 3 cards): pass left, right, across and hold
- 5 players (pass 3 cards): pass left, right, two players to the left, two players to the right, hold
- 6 players (pass 2 cards): pass left, right, two players to the left, two players to the right, across, hold

For hold hands, deal an extra Hole card to every player, so players always have two Hole cards during play.

The Play

The player with the two of clubs leads it to start the first trick. If the two is not in someone's hand, the lowest club in someone's hand will lead. Players then must follow suit using the rules from Foresight. There is no trump suit in Heartburn. The player who wins each trick leads the next trick. Hearts may not be led until they have been "broken" - meaning a Heart is played on a trick (although Hearts may be accidentally led if a Hole card is played). If all of a player's non-Hole cards are Hearts, they may lead a Heart even if Hearts are not broken. In addition, there can be no point cards (hearts, queen of spades, ten of diamonds) played on the first trick. An unintentional play of a point card (due to playing a hole card) is, of course, allowed, and if a player's non-Hole cards are nothing but point cards, they can play one on the first trick.

The Score

First, check if someone has Shot the Moon (taking all the Hearts and the Queen of Spades). If so, they score 26 points and all other players score zero. The Ten of Diamonds is ignored. Otherwise, add up the cards each player took - 1 point per heart, 13 for the Q of

Spades and -10 for the 10 of Diamonds. Then, each player scores points equal to the highest total any player took minus their score. However, a player must take at least one bad card (a heart or the Q of Spades, the 10 of Diamonds does not count) otherwise they score zero.

Example: Aaron takes 5 hearts and the Q, Megan takes 3 hearts and the 10, Cory takes 5 hearts and Josh took nothing. Megan scores 25 points (18 for Aaron minus her take of -7) and Cory scores 13 (18 minus 5). Aaron scores 0 as the high total and Josh scores zero for taking no hearts.

Bourbon

A Gin Rummy variant for 2 players.

Game Components

Bourbon uses a Foresight deck with both Jokers removed. The cards rank from Ace (the lowest) up to the 10, Jack, Queen and King (the highest). Each card has a point value as follows:

- Face cards (K, Q, J): 10 points
- Ace: 1 point
- Other cards: their face value

Object of the Game

The first player to get to 150 points wins the game (play to a different number of points for a longer or shorter game). During each hand, the object is to have as many of your cards as part of a set (called a "meld") as possible. A set is either a sequence or a group. A sequence is three or more cards of the same suit with consecutive ranks. For example, the 5, 6 and 7 of hearts forms a sequence. A sequence cannot "wrap around" (go from a King to an Ace or vice versa). A group is three or more cards of the same rank. A card cannot be part of both a group and a sequence at the same time.

The Deal

The first dealer is selected randomly, and the deal alternates in subsequent hands. The dealer deals ten cards to both players. The dealer then places the top two cards face down next to the draw deck, and turns the next card face up next to those cards. The play then starts with the non-dealer getting first opportunity to draw.

The Play

On every turn a player must draw a card and then discard a card. When drawing, players may draw either the face up card or one of the three visible face down cards (the top of the deck and the two cards placed next to it). If a player draws one of the face down cards, replace it from the deck if necessary. If there are fewer than three face down cards available at the start of any player's turn, the hand is cancelled and is not scored, and a new hand is dealt.

On the first turn, the draw is slightly different. The non-dealer first may draw the face up card if they want it. If they decline, the dealer may draw that card. If the dealer declines, the non-dealer may draw any of the three available face down cards. Whoever draws takes their normal turn and play continues from that point.

After drawing, the player must discard one card, which becomes the new face up card. If they drew the face up card, they may not discard it on the same turn. After discarding, play passes to the other player.

Knocking

The hand ends when either player knocks. A player knock after drawing, but before discarding. After knocking, the player discards as usual and then spreads their hand out on the table, matching as many of their cards as possible into melds. Any cards that are not matched are called “deadwood” and will score negative points equal to their point value. In order to knock, a player must have 10 points or fewer of deadwood. Knocking with no deadwood is called “going bourbon”, and earns a bonus. It is never mandatory to knock.

The other player now also spreads out their hand, matching cards into melds. In addition, if the knocking player did not go bourbon, the non-knocking player can “lay off” cards by adding them to the knocking player’s melds. For example, they can add a fourth card to a group, or extend a sequence in either direction. The knocking player never has the opportunity to lay off cards.

Scoring

Players count the total point value of their deadwood. If the knocking player has less deadwood, they win the hand and score points equal to the difference in deadwood. If the knocking player did not go bourbon, they may be “undercut”. An undercut occurs when the knocking player has as much or more deadwood as their opponent. In this case, the knocking player’s opponent wins the hand and scores the difference in deadwood.

In addition to the difference scored by the player with less deadwood, a player going bourbon scores a bonus of 20 points. A player that undercuts the other player scores a bonus of 10 points. A player going bourbon may not be undercut, even if their opponent has no deadwood, and always scores the 20 point bonus.

Every Jack, Queen, or King melded or laid off scores 3 bonus points for the melding or laying off player.

The first player to reach 150 total points or the agreed goal wins. If both players reach the goal on the same hand, the player who scored the most on the previous hand wins. If that is a tie, the knocking player wins.

Frozen Novelty

A solitaire game for one person, designed by Bill Gilliland.

Game Components

Frozen Novelty uses a Foresight deck with no Jokers. Cards are ranked King, Queen, Jack, 10 through 2, and Ace (lowest).

Object of the Game

The object of Frozen Novelty is to move all of your cards onto the Foundations.

Setup

Deal the cards into four face down stacks of 13 cards each. These are the Deck stacks. You also have four Up tableau stacks, four Down tableau stacks, and four Foundation stacks, all of which start empty. The Foundations are built up in suit, and the tableau stacks are built down in suit.

The Play

In Frozen Novelty, there are four actions that you may perform:

1. Turn over any face down card that is on top of its stack and place it back, face up, on its original stack.
2. Move a face up card to a Foundation stack, provided it is the next highest card in the same suit (e.g. an Ace can be played on an empty stack, a five on a four, a Queen on a Jack, etc).
3. Move a sequence of face up cards (which may be one) to an empty Up stack OR onto a face up card that is the next highest card of the sequence. A sequence is consecutive face up cards of the same suit with the highest card on the bottom (a 9 on a 10 which is on a Jack is a Sequence). With this action, a J-10-9 sequence could be moved onto a K-Q sequence, and then the entire K-9 sequence could be moved to an empty Up stack.
4. Move a face down card on top of any face down card or to an empty Down stack, as long as it MIGHT be a legal play according to the restrictions of 3. In other words, the moving card must share a suit on the back with its destination, and must have the same number of suits or one fewer.

Some further restrictions on card movement: you may never play a face down card on a face up card, you may never play a face up card on a face down card except when performing action 1, and you may never move a card away from a Foundation stack.

Variants

There are four variants of the game. Under the Very Easy rules, play as above, except tableau stacks are built red/black instead of in suit, empty Deck stacks can be used as additional Up stacks, and you may look at the back of any card at any time. The Easy rules are just like Very Easy, except tableau stacks are built in suit. Under the Hard rules, play as above, but an empty Deck stack is useless and you may not look at the backs of cards. The Very Hard rules are like Hard, except you may only move face down cards from a Deck stack to a Down stack (and may make no other moves with face down cards).

Credits

Game Design By: Joshua Buerger

Developed By: Megan Hazen, Joshua Buerger

Frozen Novelty Designed By: Bill Gilliland

Heartburn Originally Inspired By: Bayani C.R. Caes

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