

Players

2 to 9, each playing alone

You need

A standard 52-card deck, and 3 pennies or chips for each player

Goal

Stay off the bottom. Your hand is the total of your cards in one suit, and 31 is the best.

Game ends

When only one player is left in the game. That player wins.

Setup

1. Use one standard 52-card deck. Give each player 3 pennies, chips or other tokens. These are their lives.
2. Choose the first dealer any way you like. After each hand the deal passes to the left.
3. The dealer deals 3 cards to each player, one at a time, starting on the dealer's left and going clockwise.
4. Turn the next card face up. It starts the discard pile. Put the rest of the deck face down beside it. This is the stock.

How to play

1. **Draw, then discard.** The player on the dealer's left goes first, and play goes clockwise. On your turn, take the top card of the stock or the top card of the discard pile. Then discard one card face up, so you hold 3 cards again.
2. **Know what your hand is worth.** Your hand is worth its cards of one suit added together. Use the suit that gives the biggest total. An ace counts 11, a king, queen or jack 10, and any other card its number. The best possible hand is 31: an ace and two 10-point cards of one suit.
3. **Knock.** At the start of your turn, instead of drawing, you may knock on the table. Knocking is your whole turn. You do not draw or discard, and your hand stays as it is. Each other player then gets one last turn. After that, everyone shows their cards.
4. **Show 31 at once.** If you hold exactly 31 in one suit, show your cards right away. The hand ends, and every other player loses a life. A player dealt 31 shows it before anyone plays. A player who makes 31 shows it after discarding.
5. **Lose a life.** After a knock and the last turns, the lowest hand loses a life. Pay one token into the middle for each life lost. If two or more players tie for lowest, each of them loses a life. A knocker who ties for lowest is safe. A knocker who alone has the lowest hand loses 2 lives.

6. If the stock runs out. If the stock runs out before anyone knocks, play goes on with the discard pile only. Each player in turn may take the top discard. As soon as a player does not want it, play stops. Everyone shows their cards, and the lowest hand loses a life.

7. Run out of lives. A player who has lost all 3 lives is on the county. They keep playing. If they lose again, they are out of the game. A player with 1 life left who has to lose 2 is out too. Play until only one player is left.

What a hand is worth

Hand	Worth	Why
A♥ K♥ Q♥	31	11 + 10 + 10, all hearts. The best hand
K♣ Q♣ J♣	30	10 + 10 + 10, all clubs
A♠ K♠ 9♦	21	Only the 2 spades count
10♣ 4♣ A♦	14	The 2 clubs make 14, more than the ace's 11
9♣ 7♦ 4♠	9	3 different suits, so the highest card counts
7♠ 7♥ 7♦	7	3 of a kind has no special value in the main rules

Scoring**Who loses lives at the end of a hand**

What happened	Who loses	Lives lost
A knock, and one player other than the knocker has the lowest hand	That player	1
A knock, and two or more players other than the knocker tie for lowest	Each tied player	1 each
A knock, and the knocker ties for lowest	The other tied players. The knocker is safe	1 each
A knock, and the knocker alone has the lowest hand	The knocker	2
A player shows 31	Every other player, the knocker included	1 each
The stock ran out and play stopped with no knock	The lowest hand, and everyone tied with it	1 each

The last player left in the game wins.

