

Slapjack

The rules on one page

Players

2 or more. Best with about 4 to 10.

You need

A standard 52-card deck, without the jokers

Goal

Win all 52 cards by being first to slap each jack

Game ends

When one player has every card. That player wins.

Setup

1. Use a standard 52-card deck with the jokers taken out.
2. One player shuffles and deals all the cards face down, one at a time, to each player in turn. The hands do not have to come out even.
3. Square your cards into a neat face-down pile in front of you. Do not look at them.
4. Leave room in the middle of the table, within everyone's reach. The cards will be turned up there.

6. **Win all the cards.** Keep playing until one player has all 52 cards. That player wins the game.

Scoring

The player who wins all 52 cards wins the game.

How to play

1. **Turn a card onto the middle pile.** The player on the dealer's left goes first, and play goes clockwise. On your turn, take the top card of your pile and turn it face up onto the middle pile. Turn it away from you, so the other players see it before you do.
2. **Slap a jack.** When a jack lands on the pile, any player can slap it with one hand. The first hand on the jack wins the jack and every card under it. If several players slap, the hand touching the jack, at the bottom, wins.
3. **Add the pile to your cards.** The winner turns the cards face down, puts them under their own pile and shuffles everything together into one pile. Play goes on with the player on the winner's left.
4. **Slapping a card that is not a jack.** If you slap any card that is not a jack, you pay a penalty. Give the top card of your pile, face down, to the player who turned that card. That player puts it at the bottom of their pile.
5. **Running out of cards.** When you play your last card, you stay in until the next jack. You skip your turns but can still slap. If you win that jack, you are back in the game. If someone else wins it, you are out. Slapping a card that is not a jack before then also puts you out.

