

Speed

The rules on one page

Players

2

You need

A standard 52-card deck, without the jokers

Goal

Be the first to play every one of your cards

Game ends

When a player has played every card from hand and draw pile and claims the win by saying “Speed”. That player wins.

Setup

1. Use a standard 52-card deck with the jokers taken out. Shuffle, and deal 20 cards face down to each of the 2 players.
2. Each player picks up the top 5 of their 20 cards as a hand and keeps it hidden. The other 15 stay face down in front of them as a draw pile.
3. Deal 2 side piles of 5 cards each, face down, in the middle of the table, one toward each end.
4. Put the last 2 cards face down side by side, between the side piles. These 2 single cards will start the middle piles.

How to play

1. **Start together.** When both players are ready, each turns one of the 2 single cards face up at the same moment. These 2 cards start the middle piles. From then on nobody waits for a turn.
2. **Play one higher or one lower.** Play a card from your hand onto either middle pile. It must be one rank higher or one rank lower than the top card of that pile. Suits and colors do not matter. Play one card at a time, using one hand. The ace sits between the king and the 2, so the ranks go round in a loop.
3. **Keep 5 cards in your hand.** Each time you play a card, draw one from your draw pile so you hold 5 again. You never hold more than 5. Once your draw pile is empty, keep playing from your hand without drawing.
4. **When nobody can play.** If neither player can play, both first fill their hands to 5. If there is still no play, each player turns the top card of one side pile face up onto the middle pile beside it, both at the same moment. Then play on.

5. When the side piles run out. If nobody can play and the side piles are empty, leave the top card of each middle pile where it is. Shuffle the rest of the middle cards together and make 2 new face-down side piles. Then turn up a card from each, as before.

6. Run out to win. The first player with no cards left, in hand or in draw pile, wins. As you play your last card, slap the table and say “Speed” to claim the win.

Scoring

The first player to get rid of every card, from both hand and draw pile, wins the game.

