

# Spoons

The rules on one page

## Players

3 to 12 with one deck.  
More with 2 decks.

## You need

A standard 52-card deck and 1 spoon fewer than the number of players

## Goal

Collect four of a kind, or grab a spoon fast once someone else does

## Game ends

A player who spells SPOON is out. The last player left wins.

## Setup

1. Use a standard 52-card deck with the jokers taken out. With more than 12 players, shuffle 2 decks together.
2. Put the spoons in a small circle in the middle of the table, where everyone can reach them. Use 1 spoon fewer than the number of players.
3. Choose a dealer. The dealer shuffles and deals 4 cards to each player.
4. The dealer puts the rest of the deck face down on their right. This is the deck the dealer draws from.

## How to play

1. **The dealer starts the cards moving.** The dealer takes the top card of the deck, so they hold 5 cards. They pass 1 card they do not want face down to the player on their left. The dealer keeps doing this, one card at a time, as fast as they like.
2. **Everyone passes to the left.** Each player picks up the card passed to them and passes 1 card face down to their left. Keep 4 cards in your hand. The player on the dealer's right puts their card face down on a discard pile instead of passing it.
3. **If the deck runs out.** When the dealer has no cards left to draw, everyone pauses. Shuffle the discard pile and give it to the dealer as the new deck. Then keep going.
4. **Take a spoon with four of a kind.** Four of a kind is all 4 cards of one rank, such as four 9s. As soon as you hold four of a kind, take a spoon from the middle. You do not have to announce it, so you can take it quietly.
5. **Everyone grabs a spoon.** Once the first spoon is taken, every other player may grab one, even without four of a kind. There is 1 spoon fewer than players, so 1 player is left without a spoon. That player loses the round.

**6. The loser takes a letter.** The loser of the round takes the next letter of the word SPOON: S the first time, then P, O, O and N. A player who spells all of SPOON is out of the game. Each time a player is out, take 1 spoon away.

**7. Deal again until 1 player is left.** Collect all the cards, shuffle and deal a new round to the players still in the game. Keep playing rounds until only 1 player is left. That player wins.

## Scoring

### Letters for each round you lose

| Rounds lost | New letter | Your letters            |
|-------------|------------|-------------------------|
| 1           | S          | S                       |
| 2           | P          | S-P                     |
| 3           | O          | S-P-O                   |
| 4           | O          | S-P-O-O                 |
| 5           | N          | S-P-O-O-N. You are out. |

**A player who spells SPOON is out. The last player left in the game wins.**

