

# *Card Games*

FOR

# DUMMIES®

2ND EDITION

**by Barry Rigal**

Card Game Writer, Journalist, and World-Famous Bridge Author

**Foreword by Omar Sharif**

Bridge Columnist and Academy Award–Nominated Actor



WILEY

Wiley Publishing, Inc.



# *Card Games*

FOR

**DUMMIES<sup>®</sup>**

2ND EDITION

**by Barry Rigal**

Card Game Writer, Journalist, and World-Famous Bridge Author

**Foreword by Omar Sharif**

Bridge Columnist and Academy Award–Nominated Actor



WILEY

Wiley Publishing, Inc.

## Card Games For Dummies® 2nd Edition

Published by

**Wiley Publishing, Inc.**

111 River St.

Hoboken, NJ 07030-5774

[www.wiley.com](http://www.wiley.com)

Copyright © 2005 by Wiley Publishing, Inc., Indianapolis, Indiana

Published by Wiley Publishing, Inc., Indianapolis, Indiana

Published simultaneously in Canada

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, scanning, or otherwise, except as permitted under Sections 107 or 108 of the 1976 United States Copyright Act, without either the prior written permission of the Publisher, or authorization through payment of the appropriate per-copy fee to the Copyright Clearance Center, 222 Rosewood Drive, Danvers, MA 01923, 978-750-8400, fax 978-646-8600. Requests to the Publisher for permission should be addressed to the Legal Department, Wiley Publishing, Inc., 10475 Crosspoint Blvd., Indianapolis, IN 46256, 317-572-3447, fax 317-572-4355, or online at <http://www.wiley.com/go/permissions>.

**Trademarks:** Wiley, the Wiley Publishing logo, For Dummies, the Dummies Man logo, A Reference for the Rest of Us!, The Dummies Way, Dummies Daily, The Fun and Easy Way, Dummies.com and related trade dress are trademarks or registered trademarks of John Wiley & Sons, Inc. and/or its affiliates in the United States and other countries, and may not be used without written permission. All other trademarks are the property of their respective owners. Wiley Publishing, Inc., is not associated with any product or vendor mentioned in this book.

**LIMIT OF LIABILITY/DISCLAIMER OF WARRANTY: THE PUBLISHER AND THE AUTHOR MAKE NO REPRESENTATIONS OR WARRANTIES WITH RESPECT TO THE ACCURACY OR COMPLETENESS OF THE CONTENTS OF THIS WORK AND SPECIFICALLY DISCLAIM ALL WARRANTIES, INCLUDING WITHOUT LIMITATION WARRANTIES OF FITNESS FOR A PARTICULAR PURPOSE. NO WARRANTY MAY BE CREATED OR EXTENDED BY SALES OR PROMOTIONAL MATERIALS. THE ADVICE AND STRATEGIES CONTAINED HEREIN MAY NOT BE SUITABLE FOR EVERY SITUATION. THIS WORK IS SOLD WITH THE UNDERSTANDING THAT THE PUBLISHER IS NOT ENGAGED IN RENDERING LEGAL, ACCOUNTING, OR OTHER PROFESSIONAL SERVICES. IF PROFESSIONAL ASSISTANCE IS REQUIRED, THE SERVICES OF A COMPETENT PROFESSIONAL PERSON SHOULD BE SOUGHT. NEITHER THE PUBLISHER NOR THE AUTHOR SHALL BE LIABLE FOR DAMAGES ARISING HEREFROM. THE FACT THAT AN ORGANIZATION OR WEBSITE IS REFERRED TO IN THIS WORK AS A CITATION AND/OR A POTENTIAL SOURCE OF FURTHER INFORMATION DOES NOT MEAN THAT THE AUTHOR OR THE PUBLISHER ENDORSES THE INFORMATION THE ORGANIZATION OR WEBSITE MAY PROVIDE OR RECOMMENDATIONS IT MAY MAKE. FURTHER, READERS SHOULD BE AWARE THAT INTERNET WEBSITES LISTED IN THIS WORK MAY HAVE CHANGED OR DISAPPEARED BETWEEN WHEN THIS WORK WAS WRITTEN AND WHEN IT IS READ.**

For general information on our other products and services, please contact our Customer Care Department within the U.S. at 800-762-2974, outside the U.S. at 317-572-3993, or fax 317-572-4002.

For technical support, please visit [www.wiley.com/techsupport](http://www.wiley.com/techsupport).

Wiley also publishes its books in a variety of electronic formats. Some content that appears in print may not be available in electronic books.

Library of Congress Control Number: 2005927627

ISBN-13: 978-0-7645-9910-1

ISBN-10: 0-7645-9910-0

Manufactured in the United States of America

10 9 8 7 6 5 4 3 2 1

20/SQ/QZ/QV/IN



# *About the Author*

**Barry Rigal** was born with a deck of cards in his hand. Having started with the children's games, Whist, Rummy, and Solitaire, he moved on to Bridge at the age of 12. After graduating from Oxford University (where he captained the Bridge team), he worked in accountancy. Highlights of his work career were learning how to play Piquet and Clobyosh in the Tax Department of Thomson McLintock. After four years with Price Waterhouse, supervising the partnership's Bridge team, he went into the world of business, working seven years in the Oil Taxation department of Conoco. During that time he began a career as a journalist and commentator on card games. Over the course of the last two decades he has written newspaper and magazine articles and six books on Bridge. Barry lives in the United States and is happily married to Sue (despite the fact that she is a far more successful player than he).

# *Dedication*

This book is dedicated to my wife Sue, who made the whole project (and indeed everything else) worthwhile and has saved my life on countless occasions by fixing all my computer problems.

# *Author's Acknowledgments*

My principal vote of thanks goes to Technical Editor John McLeod, who has provided invaluable assistance for just about every chapter in this book. John gave me essential information when I asked him, and he never got tired of my stupid questions. (You can visit his site at [www.pagat.com](http://www.pagat.com).) In addition, I have used the assistance of many others who have created Web pages about card games, and who have been generous with their help and advice. Thanks are also due to the following people: Katie Sutton (for help on Canasta); Matt Schemmel and Erin O'Neil (Euchre); Melissa Binde (Fan Tan); Matt Ginsberg and Umesh Shankar (Setback); Richard Hussong, Jeff Goldsmith, and Bruce McCosar (Eights); David Dailey (Pinochle); Bruce Blanchard (President); Ernst Martin, Billy Miller, Tysen Streib, and Andy Latto (Poker); Michael Fosse, Dave Wetzels, and Pat Civale (Spades); John Hay, David Barker, and Alan Hoyle (Hearts); Carter Hoerr and David Parlett (exact trick games); Phil Gordon and Willy Ehlers (Omaha); Billy Miller (Hold 'Em). To everyone who answered my questions, thank you. And anyone I've accidentally omitted — sorry for not including you here! Special thanks to Carolyne Krupp and Mikal Belicove for getting me started on this project, and to Brian Kramer, my Project Editor, for helping me finish it. A tip of the hat also to my excellent Copy Editor, Josh Dials.

## **Publisher's Acknowledgments**

We're proud of this book; please send us your comments through our Dummies online registration form located at [www.dummies.com/register/](http://www.dummies.com/register/).

Some of the people who helped bring this book to market include the following:

### ***Acquisitions, Editorial, and Media Development***

**Project Editor:** Brian Kramer

*(Previous Edition: Mary Goodwin)*

**Acquisitions Editor:** Mikal Belicove

**Copy Editor:** Josh Dials

**Technical Editor:** John McLeod

**Editorial Supervisor and Reprint Editor:**

Carmen Krikorian

**Editorial Assistants:** Hanna Scott, Nadine Bell,

Melissa Bennett

**Cartoons:** Rich Tennant

*(www.the5thwave.com)*

### ***Composition Services***

**Project Coordinator:** Maridee Ennis

**Layout and Graphics:** Carl Byers, Andrea Dahl,

Lauren Goddard, Joyce Haughey,

Barry Offringa, Julie Trippetti

**Proofreaders:** Leeann Harney, Dwight Ramsey,

TECHBOOKS Production Services

**Indexer:** TECHBOOKS Production Services

---

### ***Publishing and Editorial for Consumer Dummies***

**Diane Graves Steele**, Vice President and Publisher, Consumer Dummies

**Joyce Pepple**, Acquisitions Director, Consumer Dummies

**Kristin A. Cocks**, Product Development Director, Consumer Dummies

**Michael Spring**, Vice President and Publisher, Travel

**Kelly Regan**, Editorial Director, Travel

### ***Publishing for Technology Dummies***

**Andy Cummings**, Vice President and Publisher, Dummies Technology/General User

### ***Composition Services***

**Gerry Fahey**, Vice President of Production Services

**Debbie Stailey**, Director of Composition Services

# Contents at a Glance

---

<i>Foreword</i> .....	<i>xvii</i>
<i>Introduction</i> .....	<i>1</i>
<b><i>Part I: Discovering Card Games</i></b> .....	<b><i>7</i></b>
Chapter 1: Card Game Basics .....	9
Chapter 2: Solitaire .....	21
Chapter 3: Children's Games .....	45
<b><i>Part II: Getting Rid of Cards</i></b> .....	<b><i>61</i></b>
Chapter 4: Rummy .....	63
Chapter 5: Canasta .....	85
Chapter 6: Eights .....	103
Chapter 7: Fan Tan .....	111
<b><i>Part III: Taking Tricks</i></b> .....	<b><i>119</i></b>
Chapter 8: Whist .....	121
Chapter 9: Oh Hell! and Other Exact Bidding Games .....	135
Chapter 10: Euchre .....	151
Chapter 11: Spades .....	161
Chapter 12: Contract Bridge and Mini-Bridge .....	177
<b><i>Part IV: Scoring or Avoiding Points</i></b> .....	<b><i>187</i></b>
Chapter 13: Hearts .....	189
Chapter 14: Pinochle .....	201
Chapter 15: Setback .....	225
<b><i>Part V: Adding and Climbing</i></b> .....	<b><i>237</i></b>
Chapter 16: Cribbage .....	239
Chapter 17: President .....	253
Chapter 18: Blackjack .....	263

<b><i>Part VI: Playing Poker</i></b> .....	<b>279</b>
Chapter 19: Shuffling Through Poker Basics .....	281
Chapter 20: Draw Poker .....	293
Chapter 21: Stud Poker .....	301
Chapter 22: Texas Hold 'Em .....	311
Chapter 23: Omaha .....	329
<b><i>Part VII: The Part of Tens</i></b> .....	<b>343</b>
Chapter 24: Ten Ways to Improve Your Game and Have More Fun .....	345
Chapter 25: Ten Places to Find More Information on Your Game .....	349
<b><i>Index</i></b> .....	<b>353</b>



# Table of Contents

*Foreword* .....xvii

*Introduction* ..... 1

About This Book .....1  
Conventions Used in This Book .....2  
What You're Not to Read .....3  
Foolish Assumptions .....3  
How This Book Is Organized .....3  
    Part I: Discovering Card Games .....4  
    Part II: Getting Rid of Cards .....4  
    Part III: Taking Tricks .....4  
    Part IV: Scoring or Avoiding Points .....4  
    Part V: Adding and Climbing .....4  
    Part VI: Playing Poker .....5  
    Part VII: The Part of Tens .....5  
Icons Used in This Book .....5  
Where to Go from Here .....6

*Part 1: Discovering Card Games* ..... 7

**Chapter 1: Card Game Basics** ..... 9

Talking the Talk .....9  
    Getting all decked out .....10  
    Ranking card order .....11  
Preparing to Play .....11  
    Shuffling off .....11  
    Getting a square deal .....11  
    Exposing yourself (or someone else) .....13  
    Bidding fair .....13  
Making a Declaration .....14  
Playing the Game .....14  
    Winning with high cards or trump .....15  
    Failing to follow suit .....15  
    Playing out of turn .....16  
    Exposing yourself to public ridicule .....16  
Selecting the Best Card Game .....17

<b>Chapter 2: Solitaire</b>	<b>21</b>
Acquainting Yourself with Solitaire Terms	21
Putting the Squeeze on Accordion	22
Looking at the layout	23
Choosing between moves	25
Piling It On in Calculation	26
Reserving Your Time for Canfield	28
Striking Gold with Klondike	30
Living La Belle Lucie	31
Getting started	31
Making your moves	32
Starting the next cycle and ending the game	35
Practicing Poker Patience	35
Befriending Spite and Malice	40
Getting started	40
Putting the moves on	41
Manipulating your stoppage time	43
<b>Chapter 3: Children's Games</b>	<b>45</b>
Beggar My Neighbor	45
Snap, Animals, and Slapjack	47
Snap	47
Animals	49
Slapjack	50
War	51
Fish and Friends	52
Go Fish	52
Authors	53
Cheat	54
Old Maid	56
Spit (or Speed)	57
<b>Part II: Getting Rid of Cards</b>	<b>61</b>
<b>Chapter 4: Rummy</b>	<b>63</b>
Rummy: Throw a Combo and Go	63
Setting up and laying out the objective	64
Dealing the cards and starting the Rummy	65
Putting down and adding to combinations	66
Rummying with wild cards	67
Going out and tallying your score	68
Simple Rummy strategy	69
Gin Rummy: Knocking Your Foe Down	72
Getting a fair deal	72
Going Gin and tallying your score	73

Knock, knock! Another way to go out .....74  
 Boxing up the scoring system .....76  
 500 Rummy: Moving the Pile .....78  
 Winning at 500 Rummy .....79  
 Making a square deal .....79  
 Understanding the rules of combination combat .....79  
 All joking apart .....80  
 Mastering the game play .....80  
 Announcing “Game over!” .....81  
 Scoring the numbers game .....81  
 Drawing from the discard pile .....82  
 Calling “Rummy!” .....82

**Chapter 5: Canasta .....85**

Accepting Your Canasta Mission .....86  
 Making melds .....86  
 Getting wild and forsaking suits .....86  
 Looking at some legal melds .....87  
 Calculating the value of your cards and melds .....87  
 Picking partners .....88  
 Dealing and creating a discard pile .....88  
 Laying down the red 3s .....88  
 Moving around the table .....89  
 Picking up the discard pile .....89  
 Making the first meld for your partnership .....90  
 Freezing the discard pile .....92  
 Separating the black 3s .....93  
 Building a Canasta .....93  
 Going out .....94  
 End-game strategy .....94  
 Tallying Your Scores .....95  
 Making Do with Two (or Three): Short-Handed Canasta .....96  
 Hand and Foot .....97  
 Getting started .....98  
 Knowing your objective .....98  
 Putting down melds .....98  
 Laying your initial meld .....99  
 Playing your hand (and foot) .....99  
 Wild cards .....100  
 Threes .....100  
 Clearing your hand and starting the foot .....100  
 Going out .....101  
 Assessing card values .....101

**Chapter 6: Eights .....103**

Eights: Simple Is as Simple Does .....103  
 Dealing the cards .....104  
 Playing 8s and suits .....104  
 Paying the price when your opponent goes out .....105



Mau Mau: Staking Out a Stock Pile .....105  
Neuner: Matching and Stacking .....107  
Switch: Avoiding the Double Agents .....108  
    Preparing for a Switch .....109  
    Identifying some key cards .....109  
    Going out and scoring .....110

**Chapter 7: Fan Tan .....111**

    Accepting Your Fan Tan Mission .....112  
        Wheeling and dealing .....112  
        Letting the cards hit the fan .....112  
        Expanding your Fan Tan smarts .....114  
    Double-Deck Fan Tan .....115  
    Trump Fan Tan .....116  
    Crazy Tan .....117

***Part III: Taking Tricks ..... 119***

**Chapter 8: Whist .....121**

    What's the Whist All About? .....121  
        Winning tricks with the trump suit .....122  
        Dealing and playing the cards .....123  
        Tallying your score .....124  
        Scoring the rubber .....125  
    Incorporating Basic Whist Strategy .....125  
        Remembering the cards .....125  
        Landing the leading role .....125  
        Showing some finesse .....128  
        Making discards .....129  
    Three-Handed Whist .....129  
        Playing with a dummy (hand, that is) .....130  
        Dealing an optional fourth hand .....130  
    German (Two-Handed) Whist .....131  
        Improving your holding cards .....131  
        Playing the hand .....132  
    Bid Whist .....133  
        The bidding .....133  
        The scoring .....134  
        Dealing with jokers .....134

**Chapter 9: Oh Hell! and Other Exact Bidding Games .....135**

    Oh Hell! .....136  
        Dealing the cards .....136  
        Taking tricks with the trump suit .....137

Placing your bid .....137  
 Playing for your bids .....138  
 Romanian Whist .....140  
     Dealing the cards .....140  
     Choosing your trump suit, making your bids,  
     and playing your tricks .....140  
     Scoring the tricks .....141  
 Ninety-Nine .....142  
     Dealing the dozen and determining the trump suit .....142  
     Discarding your bids .....143  
     Selecting the proper discards .....144  
     Making premium bids .....146  
     Playing the hand .....148  
     Tallying the scores .....148

**Chapter 10: Euchre .....151**

Acquainting Yourself with Euchre .....151  
 Picking Partners .....152  
 Striking a Fair Deal .....152  
 Determining the Trump Suit .....153  
 Jacking Up the Card Rankings .....154  
 Bidding for Tricks .....154  
     Starting the bidding .....155  
     Knowing what to bid .....155  
     Entering the second phase of bidding .....156  
 Tallying Your Score .....157  
 Playing for Bigger Stakes Alone .....158  
 Tricking for Points, Not Treats .....160

**Chapter 11: Spades .....161**

Grasping the Basics of Spades .....161  
     Choosing partners .....162  
     Reviewing the card ranks .....162  
     Making the deal .....162  
     Bidding your hand accurately .....163  
     Basking in the dealer's choice .....165  
     Figuring the value of your high cards .....165  
     Bidding for nil .....166  
     Playing to the score .....169  
     Leading and play conventions .....169  
     Going for your scores .....171  
     Finishing the game .....173  
 Digging Spades for Less Than Four .....173  
     Spades for two .....173  
     Spades for three .....174

**Chapter 12: Contract Bridge and Mini-Bridge . . . . .177**

Mini-Bridge .....	177
Setting up .....	178
Understanding the tricky business .....	178
Dealing the cards .....	178
Counting the tricks .....	179
Picking the declarer .....	179
Blowing your own trump-it .....	180
Drawing trump .....	181
Playing the numbers game .....	182
Moving on to the scoring system .....	182
Keeping the dummy involved .....	183
The role of the defender .....	184
Crossing to Bridge .....	185

***Part IV: Scoring or Avoiding Points . . . . .187*****Chapter 13: Hearts . . . . .189**

Getting to the Heart of the Matter .....	189
Dealing the cards .....	190
Passing your cards left, right, and center .....	191
Starting the trick play .....	193
Scoring: The time of reckoning .....	196
Hearts with Three or Five-Plus Players .....	198
Honeymoon Hearts .....	198
Black Maria .....	199
Cancellation Hearts .....	199

**Chapter 14: Pinochle . . . . .201**

Pinochle for Two .....	201
Dealing to begin .....	202
Ranking and valuing the cards .....	203
Adding up the possible points .....	204
Scoring the melds .....	204
Finishing the game .....	205
Playing your opponent .....	206
Pinochle for Three: Auction Pinochle .....	211
Dealing out the widow .....	212
Making a bid for glory .....	213
Melding and discarding as the declarer .....	214
Feeding the kitty .....	215
Winning — in spades .....	216
Battling the declarer .....	216
Bidding strategically .....	218
Giving up without a struggle .....	219

Partnership Auction Pinochle .....220  
 Dealing and bidding .....220  
 Melding .....221  
 Playing out the hand .....222  
 Picking up prizes and penalties .....223

**Chapter 15: Setback .....225**

Getting Setback Savvy .....225  
 Divvying up the deck .....226  
 Mastering the bidding .....227  
 Dealer’s choice? .....228  
 Playing your cards right .....228  
 Knowing the score .....229  
 Shooting the moon .....230  
 Passing the winning post .....231  
 Planning a strategy .....232  
 Grab a Friend: Partnership Setback .....233  
 Setback for Three or Six .....235

***Part V: Adding and Climbing .....237***

**Chapter 16: Cribbage .....239**

Starting Off on the Right Foot .....240  
 Dealing the cards and getting started .....240  
 Cutting the deck .....241  
 Phase 1: Playing the cards .....241  
 Phase 2: Scoring the hand .....243  
 Determining a strategy to score points .....245  
 Recording the score .....248  
 Reaching the finishing post .....249  
 Playing Cribbage for Stakes: Lurches and Skunks .....250  
 Five-Card Cribbage .....251  
 Laying the cards .....251  
 Scoring the hand .....251  
 Reaching the finishing post .....252  
 Cribbage for Three Players .....252

**Chapter 17: President .....253**

Lobbying for the Basics of President .....253  
 Dealing and playing the cards .....254  
 Ending a hand .....256  
 Starting over: Go fetch, scumbag! .....256  
 Running wild with jokers and 2s .....258

Palace .....	259
Dealing and setting up .....	259
Reaching the Palace through cardplay .....	260
Unleashing the special cards .....	261
Tabbing a winner — and a loser .....	262
<b>Chapter 18: Blackjack .....</b>	<b>263</b>
Social Blackjack .....	263
Setting the game parameters .....	264
Burning and turning .....	264
Placing your bets .....	265
Splitting pairs to double your winnings .....	266
Dealing the second round .....	267
Should you stay or should you go? .....	267
Breaking (or depositing into) the bank .....	268
Starting over .....	269
Planning Your Basic Blackjack Strategy .....	269
When two is better than one .....	270
Doubling down, to up the stakes .....	270
Casino Blackjack .....	271
Casino betting: Playing against the bank .....	271
Casino formalities: Dealing up and getting started .....	272
Playing the cards .....	273
Deciding on a drawing strategy .....	274
 <b>Part VI: Playing Poker .....</b>	 <b>279</b>
<b>Chapter 19: Shuffling Through Poker Basics .....</b>	<b>281</b>
Covering the Poker Bases .....	281
Ranking the Poker hands .....	282
Spicing up the game with wild cards .....	284
Getting Started: Basic Play .....	284
Ante up! .....	285
The mechanics of betting .....	286
Making the minimum and maximum bets .....	288
Winning ways .....	289
Bluffing Dos and Don'ts .....	289
Reading Your Opponents .....	291
Facial clues .....	291
Body language .....	292
 <b>Chapter 20: Draw Poker .....</b>	 <b>293</b>
Five-Card Draw .....	293
Dealing and putting in an ante .....	294
Determining a strategy for the first bet .....	294



Surviving the luck of the draw .....	296
Continuing after the draw .....	299
<b>Chapter 21: Stud Poker .....</b>	<b>301</b>
Seven-Card Stud: Betting Down the River .....	302
Starting with the ante and the limits .....	302
Betting in the early stages .....	302
Passing the first pivotal moment: Third street .....	304
Staying in on fifth street .....	306
Surveying the Stud Landscape: Table Strategy .....	306
Reading the table .....	307
Bluffing .....	307
Winning (or not losing) at Seven-Card Stud .....	308
Staying in and dropping out .....	308
Five-Card Stud .....	309
<b>Chapter 22: Texas Hold 'Em .....</b>	<b>311</b>
Holding 'Em Up — Texas Style .....	311
Making blind bets .....	313
Starting hands .....	314
Paying attention to location .....	316
Strategically Speaking: Calling, Folding, and Raising .....	317
Betting before the flop: Call, fold, or raise? .....	317
Staying in or dropping out after the flop .....	321
Bluffing .....	325
Stealing blinds .....	326
Seizing Opportunities to Play Hold 'Em .....	327
<b>Chapter 23: Omaha .....</b>	<b>329</b>
Getting to Know Omaha High/Low .....	329
Paying attention to the high hands and low hands .....	330
Betting .....	331
Playing out a typical Omaha High/Low hand .....	332
Winning High/Low Strategy .....	334
Forming good starting hands .....	334
Winning hands at Omaha High/Low .....	336
Winning at Omaha High/Low .....	336
Surviving the waiting game .....	337
Playing for position .....	337
Planning a strategy after the flop .....	338
Flopping and dropping .....	339
Playing on the turn .....	340
Playing on the river .....	341
Omaha High .....	341

**Part VII: The Part of Tens .....343****Chapter 24: Ten Ways to Improve Your Game  
and Have More Fun .....345**

Treating Your Partner with Respect .....	345
Give Yourself a Reality Check .....	345
Keep Your Celebrations to Yourself .....	346
Know When the Time Is Ripe .....	346
Cut Yourself Off .....	346
Paint a Picture of Your Opponents' Cards .....	347
March to the Beat of Your Own Drum .....	347
Talk Through the Cards .....	348
Count Down to Victory .....	348
Have Fun! .....	348

**Chapter 25: Ten Places to Find More Information  
on Your Game .....349**

The Internet .....	349
Software and Live Sites on Computers .....	350
Discussion Groups .....	350
Gaming Bodies .....	350
Books .....	351
Newspapers and Magazines .....	351
Playing with the Big Dogs .....	351
Tournaments .....	351
Going Straight to a Gaming Source .....	352
Clubs .....	352

**Index .....353**

# Foreword

---

**M**any people think of me primarily as an actor rather than as a card player. In fact, I discovered cards more years ago than I care to mention, and I played Bridge at an international level in the 1960s. Acting may be my business, but Bridge is my passion.

However, it is fair to say that if I limited my card-playing to Bridge, I'd be a much richer man than I am today! I've always been interested in playing card games for high stakes, and over the years, I've collected my fair share of returns from the casinos. At the same time, I've also had my share of losses, and by a course of judicious investment, I've provided many casinos with the wherewithal to refurbish their dining rooms!

Does that mean I'm a bad card player? I hope not. It just means that no matter how often you play, there is always room for improvement in your game. That's where a book like this one proves so useful.

*Card Games For Dummies* provides an outline to insure that even the beginner can understand the structure of the games under discussion. The book also offers tactical and strategic hints to enable the beginner to improve. I read the new edition of *Card Games For Dummies* with interest, to see where, if anywhere, I've been going wrong. I know I'll return to the fray with increased confidence.

By covering so many games that are popular today, rather than covering a selection of outdated games like many other books do, Barry Rigal has made a significant contribution to the literature of cards. I look forward to playing many of the games that I read about in this book. I'm sure that you will derive an equal amount of pleasure from it.

Omar Sharif



# Introduction

---

Card games offer the most fascinating challenges that you may ever encounter. In most games, you can manipulate the 52 pieces of paste-board into infinite permutations and combinations. Working out those combinations is the fun part of cards — in almost every game, you don't know what the other players have in their hands. During the course of play, you use strategy, memory, cunning, and a whole host of other qualities to put together the best hand possible (or to bluff with the worst hand out there).

All in all, figuring out the fundamentals of a new card game can bring untold satisfaction. At the same time, you don't have to play cards all that well in order to enjoy yourself. Card games allow you to make friends with the people you play with and against.

## About This Book

If you've never played a card game before, you may wonder why you need to buy a book about the subject. All your friends say the games are easy to pick up, so can't you just sit down and start playing, picking up a few rules here and there? Obviously, I wouldn't advise that!

Many card games have been in circulation for hundreds of years, generating scores of variations. A reference book not only explains the core rules of a game but also lists the main variations, to let you choose the rules you and your friends want to play by.

*Card Games For Dummies*, 2nd Edition, is different from every other card-game book on the shelf. So many books on cards simply don't talk about the games people play today. The writers are experts in one or two of the games about which they write, but they remain novices at others. They rely on authors of other books to help them out, who were themselves dependent on previous authors. As a result, the games they describe may not be popular any more, or perhaps the games now have different rules. Many books, in other words, have lost touch with reality. *Card Games For Dummies*, 2nd Edition, has one or two introductory games in it, such as Whist, but for the most part actually focuses on the games that people play today all around the world — especially newer crazes, such as Hold 'Em and Omaha.

Of course, I'm not an expert in every game, so this book has benefited enormously from a great deal of input from a host of game players who have

answered my questions about the rules of the games in this book and about regional variations. The net result is that I've captured most of the popular variations to the standard games.

This book also differs from other gaming books because I wrote it in plain English. I eliminate as much card jargon as possible and concentrate on telling you how to get up and going. Of course, for games that do involve technical terms that may be new to you, I tell you exactly what each term means so that you can easily understand it.

Regardless of how much experience you've had with card games, you'll find something here for you. Absolute beginners will appreciate that I discuss each game in this book starting at the very beginning, before a card hits the table. If you've played a few card games before, maybe you'll try out a new game or pick up a variation on one of your favorites. (I can tell you that I've become hooked on several new games since I began researching this book. I'm sure you'll have the same experience.)

However, I don't limit my coverage of the games in this book to a description and a summary. Instead, each chapter offers hints on strategy, so even experienced players can pick up something new.

And in line with the wave of technology sweeping up the card game world, I tell you where to find information about a game on the Internet and point out places where you can play games online. (If you don't have a computer, or you can't tell the Internet from a hairnet, you won't miss out on anything; I tell you everything you need to know about how to play a game right here in this book.) I've placed all the computer-related stuff in sidebars, where you can find the information easily if you want to read it or skip over it quickly if you have better things to do.

Just to show that one can improve on perfection, the second edition of *Card Games For Dummies* has an expanded section on Poker, Children's Games, Solitaire, and a host of added variants on the traditional games.

## *Conventions Used in This Book*

Throughout this book, I talk quite a bit about specific cards. Instead of constantly saying "the king of hearts" or "the 7 of spades" every time I refer to those cards, I abbreviate the cards and suits by using the following symbols:

- ✓ **The suits:** I represent each of the four suits in a standard deck of cards with spade ♠, heart ♥, club ♣, and diamond ♦ symbols.
- ✓ **The card values:** I use the following abbreviations to refer to specific card values: ace (A), king (K), queen (Q), jack (J), 10, 9, 8, 7, 6, 5, 4, 3, and 2.

When I refer to a specific card in the text, you see ♥K and ♠7 rather than “the king of hearts” or “the 7 of spades.”

I show you entire hands of cards in figures to help you see what a set of cards looks like when you’re actually holding it in your hand.

During the printing of this book, some Web addresses may have broken across two lines of text. If you come across such a situation, rest assured that we haven’t put in any extra characters (such as hyphens) to indicate the break. So, when using one of these Web addresses, type in exactly what you see in this book, pretending as though the line break doesn’t exist.

## *What You’re Not to Read*

For the most part, I’ve tried to avoid using more technical jargon than is absolutely necessary. However, the book does include some sidebars that give you historical perspective on how certain games were created or about where you can go online for additional information about specific games. These are asides and not critical to the text. You can spot them easily enough — the text is on a shaded background.

## *Foolish Assumptions*

I’m not going to assume that the average reader will have all that much technical knowledge. Frequently, the most challenging bit of mathematics you have to perform is to count up to 1! The book is aimed at serving as an introduction to many card games. If you get hooked after reading it, you can access many other Dummies publications that can provide advanced knowledge of the games. For example, if you want to focus on Bridge, I recommend *Bridge For Dummies* by Eddie Kantar (Wiley). I also urge you Poker fiends out there to check out *Poker For Dummies* by Richard D. Harroch and Lou Krieger (Wiley) and *Winning at Internet Poker For Dummies* by Mark Harlan and Chris Derossi (Wiley).

## *How This Book Is Organized*

I’ve grouped the card games into seven parts, based on the basic aim of each game. I also include the Part of Tens, which provides some valuable tips and hints about card playing.

## ***Part I: Discovering Card Games***

If you've never played a card game in your life, Part I is the place to start for all the basics, as well as games that are easy to pick up or don't require anything more than yourself and a deck of cards. I show you how to play several versions of Solitaire, including Accordion, Clock, La Belle Lucie, and Scorpion. I also present the best and the brightest children's games from around the world, including Beggar My Neighbor, War, Go Fish, and Old Maid.

## ***Part II: Getting Rid of Cards***

In Part II, you discover games in which you try to improve your hand by taking a card from the deck and letting go of a card from your hand. These games include Rummy and Canasta, as well as Eights and Fan Tan, which are games that prod you to get rid of all your cards as quickly as possible by matching them with other cards or putting them onto a discard pile.

## ***Part III: Taking Tricks***

For the games in Part III, everyone starts with the same number of cards, and during the play, each player takes a turn to lay a card from his hand. Whoever plays the highest card in the suit led wins them all, or in card-playing jargon, *wins the trick*. Several of the games have a primary phase of an auction before the play. Games in this section include Whist, Oh Hell!, Euchre, Spades, and Bridge together with Mini-Bridge.

## ***Part IV: Scoring or Avoiding Points***

The games in Part IV are all about points. In some games, such as Hearts, you try to avoid saddling yourself with points. For other games, such as Pinochle and Setback, the objective is to score as many points as possible.

## ***Part V: Adding and Climbing***

You get the lowdown on Cribbage, President, and Blackjack in Part V. In Cribbage, an adding game, you attempt to construct as high-scoring a hand as you can, and players score points by playing out the cards and bringing the cumulative totals to strategically significant numbers. President, a climbing



game, presents another set of challenges; the objective is to get rid of cards by playing a higher-scoring card (or set of cards) than the previous player. In banking games, such as Blackjack, you compete against a central authority figure (the Banker) rather than against other players, trying to make your cards add up to a specific number — or to get closer to that number than the Banker.

## *Part VI: Playing Poker*

Because of the current Poker craze, Part VI gives you all the basics you need to play some of the most popular varieties of the game: Draw, Stud, Texas Hold 'Em, and Omaha. In addition to game knowledge, you discover the differences between live, tournament, and Internet Poker.

## *Part VII: The Part of Tens*

You can't have a *For Dummies* book without The Part of Tens. This is where you find tips on how to improve your card-playing skills with your actions at the table and away from it and how to help your partner improve her skills, too. I also provide you with a short list of places to look for more information on a game after you finish with this book.

You can also find some handy scorecards near the back of the book. Feel free to photocopy as much as you like.

## *Icons Used in This Book*

In each chapter, I place icons in the margin to emphasize the following types of information:



With this icon, I point out the wrong way to play a game. Pay special attention to these icons so that you avoid finding things out the hard way.



This reinforces a point of the game that may be less obvious (or intuitively right) than meets the eye. You should keep these points in mind as you play the game.



I've been playing cards for quite some time, and I use these icons to emphasize some insights born of experience that will help make you a sharper player.



Next to this icon, you'll find a list of all the stuff you need to play a game — I tell you how many players you need, what type of cards you play with, and if you need any other special equipment, such as something to keep score with.



Most of the games in this book have so many variations, I'd have to write a whole library to include them all. Instead, I cover the most popular variations of a game and tag them with this icon.

## *Where to Go from Here*

Each game in this book is a self-contained chapter. If you want information on a particular game, consult the appropriate chapter and discover everything you need to know in order to get started.

Along with the Table of Contents at the front of the book, the index at the back of the book can help you locate the game you want to play without too many diversions. Having said that, one of the more interesting ways to experience this book may be to open it at random and discover a game that you've never heard of before.

# Part I

# Discovering Card Games

The 5th Wave

By Rich Tennant



"Why do I say you're too competitive?  
For starters, you're playing Solitaire  
with marked cards."

## *In this part . . .*

**A**fter I explain some of the basics of cards (along with some tidbits about the history of cards and the etiquette of card games), I introduce a diverse range of games for you to deal out. If you don't have anyone to play cards with, don't worry. I provide an entire chapter of Solitaire card games. And if you're a beginning card player, teaching children to play cards, or just a kid at heart, check out the chapter on popular children's games, including War and Go Fish. Enjoy!

# Chapter 1

## Card Game Basics

---

### *In This Chapter*

- ▶ Speaking card game lingo
  - ▶ Following the rules and etiquette of card games
  - ▶ Hand-picking the best card game
- 

**I**'m sure that if you've ever played cards at all, you don't need me to explain what fun 52 pieces of pasteboard can be. But just in case, here goes . . .

Because you don't know what the other players have in their hands in almost every card game, playing cards combines the opportunity for strategy, bluffing, memory, and cunning. At the same time, you don't have to play cards all that well in order to enjoy yourself. Cards allow you to make friends with the people you play with and against. A deck of cards opens up a pastime where the ability to communicate is often of paramount importance, and you get to meet new faces and talk to them without having to make the effort to do so.

If you want to take the plunge and start playing cards, you encounter a bewildering range of options to choose from. Cards have been played in Europe for the last 800 years (see the sidebar "Card games through the ages" for more details), and as a result, you have plenty of new games to test out and new rules to add to existing games.

One of the features of *Card Games For Dummies*, 2nd Edition, is the diversity of card games covered in it. I can't hope to list *all* the rules of every card game within the chapters, so this chapter discusses the general rules that apply to *most* card games. Get these basics under your belt so you can jump in to any of the games I describe in detail later in the book.

### *Talking the Talk*

Card gamers have a language all their own. This section covers the most common and useful lingo you encounter as you get to know various card games.



When card games come together, the players arrange themselves in a circle around the card-playing surface, which is normally a table. I describe it as such for the rest of this section.

## *Getting all decked out*

You play card games with a *deck* of cards intended for that game, also referred to as a *pack* in the United Kingdom. The cards should all be exactly the same size and shape and should have identical backs. The front of the cards should be immediately identifiable and distinguishable.

A deck of cards has subdivisions of four separate subgroups. Each one of these subgroups has 13 cards, although the standard deck in France and Germany may have only eight cards in each subgroup. The four subgroups each have a separate identifiable marking, and in American and English decks, you see two sets of black markings (spades and clubs) and two sets of red markings (hearts and diamonds). Each of these sets is referred to as a *suit*.

### **Card games through the ages**

Some form of playing cards existed in China, at least 80 years and maybe as much as 250 years before they surfaced in Europe. The earliest known Chinese cards had four suits, described in mid-15th-century sources, and featured 38 cards: 9 each in three suits and 11 in the fourth. Similar cards are used in parts of China and Southeast Asia to this day, though the deck composition and designs are not identical.

Although some scholars claim the Saracens or the Persians invented card games (the Persians certainly seem to have invented Poker), the Mamelukes of Egypt appear to be credible ancestors of modern card games. A Mameluke deck from around 1400 A.D. consists of 52 cards with suits of swords, polo sticks, cups, and coins.

National standard designs appeared in the late 15th century. Swiss decks (with shields,

flowers, bells, and acorns) and German decks (with hearts, leaves, bells, and acorns) appeared by 1475. The French deck (with spades, hearts, diamonds, and clubs) first appeared by 1480.

In Great Britain, The Worshipful Company of Playing-Card Makers was set up in 1628 to produce cards, and a tax was introduced on every deck. Laws were also made to ban the import of cards; from then on, you could only play with cards of domestic origin. 1862 was a very significant year for the rise in popularity of playing cards. Along with a fall in the duty charge of playing cards, Thomas De La Rue patented the process for mass-producing cards. From then on, well-designed playing cards were in plentiful supply.