

Playing Cards: How to Play Nertz

Quick Reference

- The Nertz pile consists of 13 cards
- Aces are only played in the community center
- All players can play on any pile in the community center
- Cards are played from Ace, low to King high in suit and numerical order in the community center
- Cards played in the work pile are played high to low in alternating colors
- When the round ends, any cards left in the Nertz pile count as -2
- All cards in the community center are worth 1 point.

Game Setup

Give one deck of cards to each player. Jokers are not needed so place them aside. Cards are in order from Ace:low to King:high.

You also need a sturdy table big enough for all players to gather around and play their solitaire game in front of them, but not too big that players can't reach the center of the table, where cards are played to gather points.

You are never forced to play a card, it's always your choice.

Community Center

When the game begins, the center of the table becomes the community center. All aces are played here, which become the base of the piles everyone can play on.

Work Pile

Between this card and you is where your work pile will be located. Place 4 cards face up in a row.

Nertz Pile

Each player shuffles their deck and places 13 cards in a pile face down. Turn the top card over. Place it horizontal in front of you. This is the Nertz pile you are trying to get rid of.

Stock

The remainder of the cards, called the stock, are held face down in your hand. During game play, cards are turned over 3 at a time, as in solitaire. Only the top card may be used unless it is played, then the next card shown can be played.

Game Play

Once all players have their cards placed, someone says go. All players play simultaneously. Cards can be played to the community center, work or Nertz pile.

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Community Center

The community center is the only place points are earned. There are two ways to play in the center: placing an ace (everyone can play off of this card), or adding a card to an existing pile.

There is no limit on how many aces can be placed in the center. Once an ace has been played, it is now fair game for everyone to play on.

Cards added to an existing pile must be both the same suit and in numerical order. For example, if someone has placed an ace of spades, anyone else can place a two of spades, someone else three of spades and so on until a king is placed. When the king is placed, the pile is complete and no cards can be placed on top. It's best for someone to pull the pile from the center to the side face down until the end of the round.

You may not place two cards at one time. You may only use one hand to move cards around. The other hand can be used to hold the work pile.

Work Pile

The game begins with 4 cards placed in a row. Similar to solitaire, cards placed in the work pile must be played both in numerical order from high to low and in alternating colors. Cards from both the Nertz pile and the stock can be played here. Only the top card in each row can be played.

The top card of any of these piles can be played in the community center if it fits. For example, if you have a 5 of hearts and the top card on one of the piles in the

community center is a 4 of hearts, you can play it there. Be quick-often multiple players are vying for the same pile. If you aren't the quickest, the card in play must be put back in the work or Nertz pile!

If any of the 4 piles are cleared, a card from the Nertz pile fills it's spot.

Nertz Pile

The top card is the only card in play. That card can be played in the community center or the work pile. As soon as it's played, turn the next card over and place it on the top of the pile. Continue until this pile is empty or someone else calls Nertz.

Note-players who go out first aren't guaranteed the highest score for that round. It is dependent on the cards played in the community center.

If you play all the cards in your Nertz pile, you are not required to call NERTZ immediately. You can continue to play to gather more points in the community center. Just remember that this gives the other players more time to gain points as well!

Stock

These cards can be used in both the community center and the work pile during game play. Cards are turned over three at a time and placed face up on the table. Only the card showing on top can be played. If that card is played, the next card showing can also be played.

Continue playing the stock until the pile has been exhausted. Pick up the cards and begin again.

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Occasionally, a player gets stuck. If this happens, they should wait and watch the community center, as often a play becomes available. If everyone gets stuck, all players stop and move the top card from the stock and move it to the bottom. This changes the order of play and someone should be able to begin playing again.

When a player has emptied their Nertz pile, they can call NERTZ, the game stops and everyone puts down their cards. Both stock and work piles are gathered and moved aside, they no longer apply.

-2 against you. SO if you have 3 cards left, it is -6.

Now sort all the cards played in the community center by their unique backs. Each card played is worth one point. Your score for that round is those points less the points from the Nertz pile.

Rounds continue until one player has reached the pre-designated score, usually 100. Whoever reaches that number wins!

Winning the Game

Count all cards in the NERTZ pile and set aside. Each card left in this pile is counted

Optional Rules

Decide before the game begins if you'd like to add any optional rules.

- The first player who calls "NERTZ!" earns 25 extra points.
- Turn over the Stock one card at a time instead of 3 at a time.
- Play with Jokers: considered as a wild card. If playing to the community center, the player playing the Joker must announce its suit and rank before placing it into position. You can have it in hand while speaking, but must be finished announcing its intended purpose. The reason is to allow other players a fair chance to play the card on top of the joker. If placing the joker in the work pile, no announcing is necessary. If played in the work pile, it can still be moved to the community center when able. The joker scores the same as the regular cards.

Playing as Partners/Teams

Nertz can also be played with partners, creating teams of 2. These teams sit together during game play. One teammate turns and plays from the stock, while the other teammate plays the work and Nertz piles to the community center.