

Presidents

Quick Reference

- Whoever has the 3 of clubs starts the game.
- The President plays the first card in subsequent rounds.
- Players can choose to play or pass
- 2's clear the pile
- A 4 of a kind clears the pile.
- Plays must follow or beat value and number, ex: 6 beats 4, a pair of 3's beat 6.
- Players can play out of turn to complete a 4 of a kind.
- 1st player out: President, 2 points
- 2nd player out: Vice President, 1 point
- Last player out: pond scum, must exchange the highest card with the card of choice from the President from cards in the next round.

Overview

To be the first player to collect 11 points. Cards in order of high to low are: 2, A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3.

Game Set Up

The game is played with a deck of regular playing cards. The jokers are not in use, and can be set aside. For games with more than 7 players, a second deck is added. Remove the 3 of clubs from the second deck. Shuffle and pass out all cards to players. Some players may have more cards than others, this is ok.

Game Play

The player with the 3 of clubs begins the first round and places face up in the center of the table. Play continues around the table in turn. There is only one exception to playing out of turn: See Four of a Kind.

Player 2 chooses whether to play or pass. If they choose to play, they must play a card higher than the 3 (suit makes no difference), or a set of cards; pairs, triples or four of a kind. Their turn is now over. Play continues around the table, with each player decided whether to play or pass. If you choose to pass, this does not prevent you from playing the next time your turn comes around.

In a playing example, player 2 plays a 5. Player 3 has a pair of 4's. That beats the 5 and can be played. Player 3 chooses to pass. Player 4 has a pair of queens, which beats the pair of 4's. Player 2 has a pair of queens and plays them out of turn to

complete the 4 of a kind and clears the pile. Player 2 now starts a new pile with a 6. The play continues around the table as described.

Presidents

Pair

If a player plays a pair, players after must play a higher pair, 3 of a kind or 4 of a kind. If no players can or choose not to play and it makes it back around to the last player who laid down cards, that pile of cards are removed and are out of play for the rest of the round. Then the last player who laid a card or cards begins the pile anew with a card of their choice.

Three of a Kind

If a player plays a triple, players must follow rank and play another triple higher than the cards played. If they can't or choose not to, and it comes back around to the last player who played, that pile of cards are removed and are out of play for the rest of the round. Then the last player who laid a card or cards begins the pile anew with a card of their choice.

Four of a Kind

If a player plays a 4 of a kind, the pile of cards are removed and those cards are out of play for the rest of the round.

--Even if it's not their turn, players may add enough of the same number of cards to complete a 4 of a kind. For example, player 1 plays two-4's. Player 3 adds 2 more 4's, even though it's not their turn. That pile of cards are removed and those cards are out of play for the rest of the round. The player who completed the 4 of a kind begins the pile anew with a card of their choice.

2's

A two is the highest card available and when played clears the pile. If at any time a

2 is played, the pile of cards are removed and those cards are out of play for the rest of the round. The player who laid the 2 begins the pile anew with a card of their choice.

You may not play a 2 as your final card. You must pass on your turn if this is the only card left in your hand.

Play continues until there is only one player left with cards in their hand. The first player to rid his hand of cards each round becomes the President and earns 2 points. The second player who gets rid of their cards becomes Vice-President and earns 1 point. The last player who is left with cards in their hand in that round gains the title of Pond Scum.

In the next round, the player with the title of Pond Scum must hand their highest card to the President, who in turn hands a card of their choice back to Pond Scum. The Pond Scum player must also clear the pile when necessary.

Winning the Game

The game ends when one player reaches 11 points, becoming the President of the evening!