Chains

Version 1.0

Summary

Chains is a quick to play playing card game designed for two players. The goal of the game is to clear your hand before any other player.

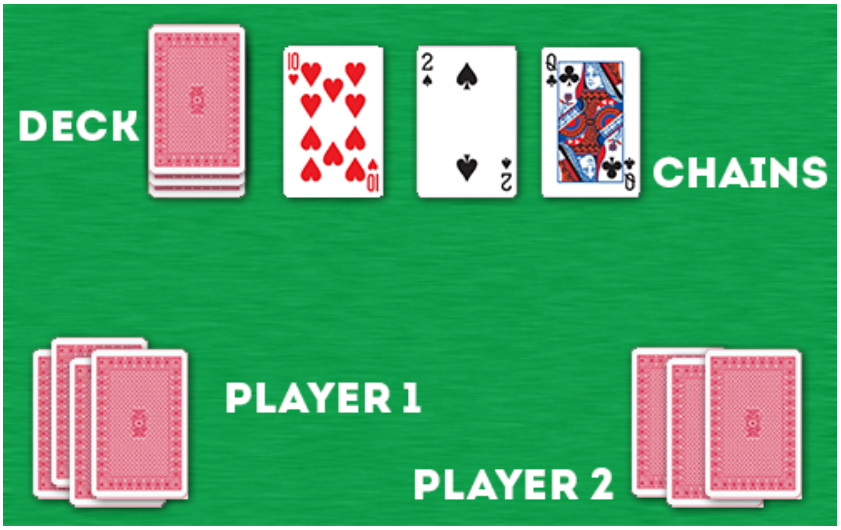
Requirements

- 1 52-card deck
- 2 - 4 players

Gameplay

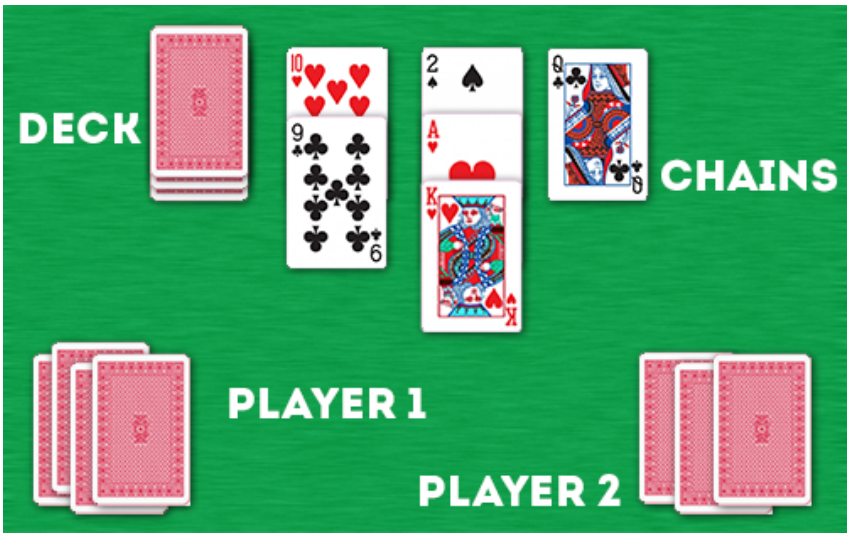
Setup

To start the game, deal each player five cards, then place three cards face-up on the table. These three cards are the starts to the three Chains. Hands are not revealed to other players.



Creating Chains

Starting with Player One, each player places a card on any of the three Chains that is one number higher or lower than the last played card in the Chain. Jacks are 11, Queens are 12, Kings are 13, and Aces are both 1 and 14. No double placement of cards is allowed; for example, a 6 can only have a 5 or 7 placed on it.



If a card cannot be played, instead that player draws up to three cards. The player stops drawing if a card can be played, and plays that card. Otherwise, that player pass the turn once three unplayable cards are drawn.

If the deck runs out of cards during play, the cards at the end of the three Chains are placed as the first of their Chains, and all other cards are shuffled into a new deck.

Game End and Victory

The game ends when a player has no cards left in their hand, and that player is the game's winner.

Card Draw Variants

There are two variants to the drawing rule:
1) Draw one card. If it can be played, play it. If not, pass the turn.
2) Draw cards until a card can be played, then play that card.

Credits

Pat Roughan is the sole creator and designer of Chains.

©Starcap Games LLC, 2015. All rights reserved.

Go to www.starcapgames.com to contact us, learn more about this game, or check out our other projects!