

I'm not a robot





























200 points instead. Advertisement 500 points After each round of the game, add the points your team earned from the round and add them to your total. If a team reaches or goes over 500 points at the end of a round, then they're the winners.[7] If both teams cross 500 points during the same round, then whoever has the highest score. Variation: For a shorter game of Spades, play until a team reaches 200 or 300 points instead. 1 Split into teams of 2 and deal 13 cards to each player. Play spades with 4 players divided into 2 teams. Sit around a table so you're across from your teammate. Choose a dealer to shuffle a deck of cards excluding the jokers. Deal the cards out to each player so each person has 13 cards in their hand.[8] Keep your cards secret from other players, including your teammate. 2 Make a bid based on how many tricks you think you'll win in the round. Starting with the player to the left of the dealer, each person makes a bid for how many tricks they can win based on the cards they have in their hand. Your team must reach the combined total of what you and your teammate bid (unless one of you bid Nil or Blind Nil).[9] A trick is another name for a single turn in the game where each person plays 1 card from their hand. Spades are the most powerful suit in the game (also known as the "trump"), and aces and face cards have the highest values in each suit. If you have a lot of spades or high-valued cards, then consider making a larger bid. 3 Play 1 card from your hand to the trick on your turn. The player to the left of the dealer leads the first trick by choosing a non-spade card from their hand and playing it to the middle of the table. When it's your turn, play a card from your hand that matches the led suit if you're able to. If you don't have a card in the led suit, then you may play any card from your hand.[10] For a better chance of winning the game, play higher-valued cards if you want to win the trick and lower-valued cards if you don't want to win it. Save your spades, aces, and face cards because they'll have a better chance at winning tricks later in the round. 4 Win the trick for playing the highest value card. After each player places 1 card into the current trick, check the values of the cards. If anyone played spades into the current trick, the highest value spade wins the turn. If no one played spades, then the highest card in the led suit wins the trick. The winner takes all the cards from the trick and places them in a face-down pile in front of them.[11] Example: The lead card of the trick is a king of diamonds. If the other cards in the trick are a 4 of diamonds, ace of diamonds, and 6 of diamonds, the player who puts the ace down wins because it has the highest value. Example: The lead card of the trick is an ace of clubs. If the other cards played are the queen of clubs, 2 of spades, and 4 of hearts, then the person who played the 2 of spades is the winner because it is the trump suit. 5 Continue playing tricks until players run out of cards. The person who won the previous trick plays the first card into the next trick. Keep playing tricks and awarding them to the player who put down the card with the highest value. Once everyone plays all the cards from their hand, the round ends.[12] Unless you only have spades in your hand, you can not lead with spades until another player places one into a trick on a previous turn. 6 Tally scores and deal new hands if no team has won. Calculate the scores for your team based on your combined total bid and how many tricks you earned together. If a team hasn't crossed 500 points yet, collect all of the cards, reshuffle them, and deal them out to the players again.[13] Advertisement Ask a Question Advertisement This article was reviewed by Ashton Wu and by wikiHow staff writer, Hunter Rising. Ashton Wu is a Board Game expert at Shelfside. After delving into the Yugioh tournament community while growing up, Ashton launched himself into the board gaming community in 2014 and went into reviewing board games as a career full-time in 2019. His YouTube channel Shelfside has over 35K subscribers and over 4 million views, assisted by written reviews on the Shelfside website and BoardGameGeek.com. He also consults with gaming companies to build high-quality gaming products. Ashton is a tournament commentator, board game playthrough director, and host of the Shelfside Podcast, where he talks about board games with his business partner, Daniel. He received a Bachelor of Arts in Economics at the University of California, Santa Barbara, in addition to the Technology Management Certificate. This article has been viewed 12,909 times. Co-authors: 1 Updated: October 29, 2023 Views: 12,909 Categories: Trick Taking Card Games Print Send fan mail to authors Thanks to all authors for creating a page that has been read 12,909 times. Download Article Learn how bidding affects your score for this classic card game Download Article Spades is a really fun trick-taking game for 4 players, and how you earn points depends on how many cards you team thinks they'll win during a round. Meeting your bid exactly gives you a big bonus, but missing your bid may result in penalties like losing points from your score. While the scoring rules may seem a little tricky at first, they're pretty easy to understand and we'll walk you through exactly how to calculate our score. Keep reading for how bids affect your score, how many points you need to win, and a quick refresher on the game's rules. Earn 10 points per trick for reaching your team's bid, and gain 1 point for any additional trick you win over your bid. Score 0 points for the round if you win fewer tricks than your bid. Score 100 or 200 points respectively for making a Nil or Blind Nil bid and winning 0 tricks. Lose the same amount of points for these bids if you win a trick. 1 Score 10 times your bid amount if you win that many tricks. Look at the combined total bid for you and your teammate, and compare it to how many tricks you've won. If you won a number of tricks equal to or more than the bid, also known as "making your contract," then multiply your bid by 10 to score that many points.[1] Example: If your team bid a combined total of 8 and together you win 8 tricks, then you'll score 80 points for the round. 2 Gain 1 point for each trick you win over your initial bid. If you won enough tricks to meet your bid and a few extra, still multiply your bid by 10 for reaching it. Then, each additional trick, or "bag," is worth 1 extra point.[2] Example: If your team bid 5 and you win 7 tricks, then you will earn 50 points for making your contract. Then, add 2 points for the 2 additional tricks for a total of 52 points for the round. Keep track of how many bags you earn throughout the rounds of the game. Each time your team accumulates 10 bags, you lose 100 points from your total score. Advertisement 3 Earn no points if you win fewer tricks than your bid. If your team isn't able to win enough tricks to meet the combined bid, then you earn 0 points for the round.[3] Example: If your team has a combined bid of 5 tricks but you only win 3, then your team under-bid and doesn't receive any points. Variation: For a more challenging game, lose points equal to 10 times your bid if you aren't able to reach it. For example, if you bid 3 but only win 2 tricks, then your team loses 30 points for the round.[4] 4 Score 100 points if you make a Nil bid and win no tricks. A Nil bid means you think you won't be able to win any tricks with your hand and is a separate bid from your teammate. If you made the Nil bid and didn't win any tricks, add 100 points to your team's score.[5] If you made a Nil bid, your teammate can still make a bid for how many tricks they think they'll win individually. If they win enough tricks to reach their bid, they score the points as normal in addition to the 100 points from your Nil bid. If you made a Nil bid and won 1 or more tricks, then your team loses 100 points instead. 5 Win 200 points for making a Blind Nil bid and winning 0 tricks. A Blind Nil bid is when you independently bid 0 tricks without looking at your cards first. After other players make their bids, you're able to swap 2 cards from your hand with your teammate. If you don't win any tricks for the round, then your team earns 200 points in addition to whatever your teammate scores for their bid.[6] If you made a Blind Nil bid and won 1 or more tricks, then your team loses 200 points instead. Advertisement 500 points After each round of the game, add the points your team earned from the round and add them to your total. If a team reaches or goes over 500 points at the end of a round, then they're the winners.[7] If both teams cross 500 points during the same round, then whoever has the highest score wins. Variation: For a shorter game of Spades, play until a team reaches 200 or 300 points instead. 1 Split into teams of 2 and deal 13 cards to each player. Play spades with 4 players divided into 2 teams. Sit around a table so you're across from your teammate. Choose a dealer to shuffle a deck of cards excluding the jokers. Deal the cards out to each player so each person has 13 cards in their hand.[8] Keep your cards secret from other players, including your teammate. 2 Make a bid based on how many tricks you think you'll win in the round. Starting with the player to the left of the dealer, each person makes a bid for how many tricks they can win based on the cards they have in their hand. Your team must reach the combined total of what you and your teammate bid (unless one of you bid Nil or Blind Nil).[9] A trick is another name for a single turn in the game where each person plays 1 card from their hand. Spades are the most powerful suit in the game (also known as the "trump"), and aces and face cards have the highest values in each suit. If you have a lot of spades or high-valued cards, then consider making a larger bid. 3 Play 1 card from your hand to the trick on your turn. The player to the left of the dealer leads the first trick by choosing a non-spade card from their hand and playing it to the middle of the table. When it's your turn, play a card from your hand that matches the led suit if you're able to. If you don't have a card in the led suit, then you may play any card from your hand.[10] For a better chance of winning the game, play higher-valued cards if you want to win the trick and lower-valued cards if you don't want to win it. Save your spades, aces, and face cards because they'll have a better chance at winning tricks later in the round. 4 Win the trick for playing the highest value card. After each player places 1 card into the current trick, check the values of the cards. If anyone played spades into the current trick, the highest value spade wins the turn. If no one played spades, then the highest card in the led suit wins the trick. The winner takes all the cards from the trick and places them in a face-down pile in front of them.[11] Example: The lead card of the trick is a king of diamonds. If the other cards in the trick are a 4 of diamonds, ace of diamonds, and 6 of diamonds, the player who puts the ace down wins because it has the highest value. Example: The lead card of the trick is an ace of clubs. If the other cards played are the queen of clubs, 2 of spades, and 4 of hearts, then the person who played the 2 of spades is the winner because it is the trump suit. 5 Continue playing tricks until players run out of cards. The person who won the previous trick plays the first card into the next trick. Keep playing tricks and awarding them to the player who put down the card with the highest value. Once everyone plays all the cards from their hand, the round ends.[12] Unless you only have spades in your hand, you can not lead with spades until another player places one into a trick on a previous turn. 6 Tally scores and deal new hands if no team has won. Calculate the scores for your team based on your combined total bid and how many tricks you earned together. If a team hasn't crossed 500 points yet, collect all of the cards, reshuffle them, and deal them out to the players again.[13] Advertisement Ask a Question Advertisement This article was reviewed by Ashton Wu and by wikiHow staff writer, Hunter Rising. Ashton Wu is a Board Game expert at Shelfside. After delving into the Yugioh tournament community while growing up, Ashton launched himself into the board gaming community in 2014 and went into reviewing board games as a career full-time in 2019. His YouTube channel Shelfside has over 35K subscribers and over 4 million views, assisted by written reviews on the Shelfside website and BoardGameGeek.com. He also consults with gaming companies to build high-quality gaming products. Ashton is a tournament commentator, board game playthrough director, and host of the Shelfside Podcast, where he talks about board games with his business partner, Daniel. He received a Bachelor of Arts in Economics at the University of California, Santa Barbara, in addition to the Technology Management Certificate. This article has been viewed 12,909 times. Co-authors: 1 Updated: October 29, 2023 Views: 12,909 Categories: Trick Taking Card Games Print Send fan mail to authors Thanks to all authors for creating a page that has been read 12,909 times. Spades is a popular trick-taking card game that has been played around the globe for nearly a century and enjoyed significant growth throughout the early days of PC and online gaming. With no two games being the same, thanks to 635,013,559,600 different possible hand combinations, it is a game that can keep players entertained for life. Before playing the incredible multiplayer game, either with real cards or in the digital arena, you must first learn how to play Spades correctly. In this quick guide, we'll discuss the rules, tactics, and best places to take part in one of the most addictive card games on the planet. Contents: An Introduction to Spades The Rules of Spades How to Play Spades in 5 Steps Top Tactics to Become a Better Spades Player Stat Playing Spades Today An Introduction to Spades Spades is a game that is believed to have originated in Cincinnati in the late 1930s and is a descendant of Whist, thus making it very closely related to Bridge, Hearts, Pinochle, Euchre, and Oh Hell. The game is usually played by four people, although six-player games are possible, using a standard deck of 52 cards. The game spread its way across America and around the globe throughout World War II by soldiers, who used it as a popular pastime. Its simplicity, both in terms of rules and equipment, used what Spades became commonly played at home and by students on college campuses. While still a very popular traditional card game, Spades quickly became a classic video game towards the end of the 20th century due to the growing accessibility of PC CD roms and flash-based web titles. Fast-forward to 2024 and millions of hands are still played daily. The Rules of Spades As a first-time player, Spades may seem a little daunting. However, the rules are actually very simple to learn. It is a far less complex game than Bridge, so anyone who is familiar with the latter should pick up the rules of Spades within a few hands. Spades may be played in several variants, including solo play (also known as cutthroat spades) and six-player spades where players are split into either six individuals, three pairs, or two trios. The most traditional version - which is the game you will find here at 247 Spades - sees two teams of two players compete against each other. As a player, you will be paired with the person opposite you while the players to your left and right are the opponents. Before playing, you should know that: The game is won by the first team to score 500 points - we'll discuss points scoring below. Alternatively, the game can be lost if either team reaches a score of negative 200 points. Cards are ranked from highest to lowest, with Ace high. A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. Spades are always the trump suit. A card from the lead suit will beat cards from the other two suits (not Spades). The game is broken into several key phases, as detailed below: Dealing & Bidding As a trick-taking game, each hand involves 13 tricks. So, each of the four players is dealt 13 cards in a clockwise order (13 x 4 = 52 cards). Cards should be face-down. When playing with a real deck, the dealer can be selected by drawing for the highest card or first spade. When playing a video game version, the deal happens automatically. Bidding can be completed either before you see your cards (blind) or after you have seen them. When bidding blind, you will have to bid "nil", which means you are planning not to win any tricks. You will be rewarded if you manage to avoid taking any of the 13 tricks, but penalized for each trick that does head your way. When you place a bid based on seeing your cards, you can choose any number between 0 (Nil) and 13. Generally speaking, if you have a lot of high-value cards from the Suit of Spades, you'll probably fancy your chances of winning some hands. If both players bid nil, it is known as a "Double Nil Bid". Game Play To start a hand, the player next to the dealer (clockwise) will open the first trick by playing any card to lead. However, you cannot lead with a Spade in any trick until at least one Spade has already been played in a previous trick - which is known as "breaking Spades" in Hearts. Continuing clockwise, each of the remaining three players will play a card too, ending with the dealer. If possible, players 2-4 should play a card from the same suit as the lead card. However, if they do not have any lead suit cards, they may play any card - this includes playing a trump card to break Spades. At the end of the trick, there will be a pile of four cards in the middle of the table. The trick is won (also known as taken) by the person who played the highest card of the lead suit. However, if trumps are played (Spade cards), the person who played the highest trump card will take the hand. Some examples are: P1: King Diamonds. P2: 7 Diamonds. P3: 9 Diamonds. P4: 2 Diamonds. P1 takes trick. P1: Jack Hearts. P2: 9 Hearts. P3: 4 Diamonds. P4: King Hearts. P4 takes trick. P1: 7 Clubs. P2: 8 Clubs P3: 4 Spades. P4: 10 Clubs. P3 takes trick. P1: 10 Spades. P2: Ace Spades. P3: 5 Hearts. P4: 3 Spades. P2 takes trick. P1: Ace:Hearts P2: 7 Hearts. P3: 5 Hearts. P4: 7 Spades. P4 takes trick. The player who takes the trick will place the cards face-down in a pile next to them (this is automated on web games like 247 Spades) and leads the following trick. The hand is completed when the 13th and final trick has been completed. Scoring Scoring does differ slightly from one variant to the next. However, for a traditional 2v2 game of Spades, the scoring is linked to the bidding process and does not occur until the end of the hand. Firstly, the contract score will be calculated by counting the number of tricks that each player took. So, the total number of all four players combined will be 13. The two teams will add the tricks of both players together to gain a team count. This is then compared to the contract from the bidding process; if you make the number of tricks (or more) that you bid for, 10 points are awarded for each trick - a bid of 2 gets 20 points, 3 gets 30 points, and so on. If you do not win enough tricks to match or surpass the bid, you lose 10 points multiplied by the bid - a bid of 5 is minus 50 points, for example. When you take more tricks than you bid, a "bag" (worth one point) is also awarded for each trick above the bid - if you got 6 tricks after bidding 4, you'll get 2 bags. If a team accumulates 10 bags during the course of the game, normally over multiple hands, they will be deducted 100 points. Meanwhile, if a nil bid or double nil bid is made, you will need to know the following possibilities: No Tricks Taken One Or More Tricks Taken Nil bid 100 -100 Blind nil bid 200 -200 Double nil bid 400 0 / -200 Double blind nil bid 800 (game won) 0 / -400 At the end of a hand, a scorecard (which can also be accessed at any time by clicking the pencil icon) will be shown to explain the points. An example is shown below. When playing at 247 Spades, the game plays until one of the teams hits the +500 / -200 points threshold. For real-life games, you may also decide to play a set number of hands. In this case, all players should agree on this before the first hand. How to Play Spades in 5 Steps Step 1: Start a Game Before you can deal first hand, you must first open a game. When playing at 247 Spades, you will notice that several themed variants are available including Spring Spades, Summer Spades, Easter Spades, 4th of July Spades, Thanksgiving Spades, and more. The only difference is the appearance of the deck and the table - all gameplay and rules remain identical. All games are offered for free while the Flash-based titles work on all browsers. The smooth graphics, easy controls, and quick gameplay make it a great platform for playing Spades. There are four levels of play, with the AI opponents becoming increasingly clever as you progress through them. The options are: Easy: Spencer as your teammate; Tyler and Steve as your opponents. Medium: Deja as your teammate; Mike and Maya as your opponents. Hard: John as your teammate; Ruth and Eleanor as your opponents. Expert: Ada as your teammate; Grace and Einstein as your opponents. After choosing your difficulty, simply click the box and the game will soon start with the first hand automatically being dealt as soon as the table loads. Step 2: Bid Once the first hand has been dealt, you will need to complete the bidding/contract process before the first trick. You will be given two options - "See Cards" and "Bid Blind Nil". The latter is self-explanatory and will automatically set your bid to 0. If you click "See Cards", you will see the options of N-13 (as shown in the "Place bid" image above). After confirming your bid, the bids of all four players will be shown next to their names. In the image below, we can see that you have placed a bid of 4 while teammate Spencer has bid three for a total team bid of 7. Tyler and Steve have bid for 2 tricks and 5 tricks respectively, giving them a total of 7 too. Bonus Tip: Because the cumulative total of the two team bids is 14 when there are only 13 tricks in a hand, we already know that one team will fall short of their target. Step 3: Play the First Trick After the first lead card is played, the game will progress clockwise. When it arrives at you, you'll need to play within the rules stated above to play a card from the lead suit if possible. In the instance above, playing the Queen of Diamonds will beat the 5 of Diamonds and can only be beaten if another player plays the King or Ace of Diamonds - or a Spade. Whoever plays the highest ranked card, whether that be a Spade or the highest card from the lead suit, will collect the four cards from the first trick. Step 4: Play Tricks 2-13 The winner of the first trick will lead the second trick, and the same pattern will follow. When you win a trick, you will be able to lead the next. However, if "breaking Spades" has not happened, you will have to lead with a card from one of the other suits: You will continue to play tricks until all 52 cards have been played. At the end of each trick, you will notice that the winner's score increases by one. The aim is for both players on the team to match or surpass their bids. At the end, a scoreboard like the one in the image above in the "Scoring" section will be shown. Assuming that neither team has hit the +500 or -200 points mark, the game will continue to a second hand. Step 5: Play Subsequent Hands You will then repeat the same process as the first hand. This begins with making a bid and then revealing the contracts made by the two teams. Once the cards are turned, the first trick is played and the winner gets one trick point before leading the second trick. All tricks are completed and the scores from the hand are calculated. They are then added to the scores from the first hand to see if either team hits the +500 or -200 points mark. If they do not, you will play a third hand. And then a fourth. And so on. The scoreboard will be shown and updated at the end of each hand. Once one of the teams surpasses the + or - benchmark, the game will be over. In this instance, Steve and Tyler won. When played in real life, games can last for around 90 minutes. Thanks to the instant nature of dealing cards, however, you can expect a game at 247 Spades to last about 30 minutes. However, this will depend on how many hands are required as each hand should only take 3-5 minutes. Top Tactics to Become a Better Spades Player While Spades is a game where players can win hands through luck, it is certainly a game of skill. Like many trick-taking card games, though, it is easy to learn but very difficult to master. Naturally, regular practice will make you a better player. You'll naturally discover strategies by yourself while also picking up tips from other players (AI or human) throughout your experiences of the game. In time, you should become better equipped to make faster decisions while simultaneously thinking a few tricks ahead. As a beginner, some key tips that may help include: Start with the beginner level on 247 Spades. Otherwise, you may become overawed and frustrated by the expert AI players. Do not compete against the card that your teammate has already played, if they are already set to win the trick. When you can't win a trick, play the lowest value card in the suit - playing the 2 now to save a 10 could help you win a later trick. Similarly, if you can win a trick as the last player, you should play the lowest-value card that allows you to do this. Where possible, try to keep your hand of Hearts, Diamonds, and Clubs evenly distributed as it'll keep you competitive in more tricks. While you can't predict which cards an opponent will play on any given trick, you can make an educated guess about what cards they hold. Obviously, if you hold the Ace of Spades, you will win the trick when this card is played. Similarly, if you hold the 10 of Spades, you know you'll win if the J, Q, K, and A have been played. Learning to track the cards that have been played while also comparing them to your cards is one of the keys to future success. When starting with 247 Spades, you may want to write down all 52 cards and then tick them off as they are played. It isn't a tactic that can be used for real-life games but using online Spades to train your brain into noticing patterns and working probability in your favor will make you a far better player over time. As a trick-taking game of the whist family, time spent playing any similar game will naturally help you develop the skills to thrive at Spades. Alternatively, other strategy games like Minesweeper and Mahjong may help. Stat Playing Spades Today Whether you're a seasoned trick-taking card game player or not, you should now feel comfortable with the rules and basic tactics of how to play Spades. The only thing left to do is head over to a virtual table here at 247 Spades and test your skills hours. A lifetime of fun, fast-paced play awaits. Page 2 Celebrate our independence by playing a game or two of 4th of July Spades! This classic spades games is an overall favorite for American Spades players as it offers the amazing play of classic spades with the fun of 4th of July imagery! Compete in teams a hand at a time while playing 4th of July Spades. Initially bid each deal on how many tricks you think you can take. Combine that number with your partner and that is how many you must reach during that 4th of July Spades hand. Start each trick with a suit of the first players choosing. All other players must follow with that suit unless they do not have that suit in hand, upon which they can play any other suit. Playing a Spade will trump the beginning suit. Highest card of the beginning suit when no spades are played, wins. If spades are present, highest Spade wins. Play these tricks out until the hand is finished. After the cards are all played, points are tallied. 10 points for each trick bid, if the team reaches their bid number. 10 points subtracted for each trick bid if they do not. Every overtrick counts for a point, but ten overpoints throughout the game counts for -100 points, so be careful! Deal and play another hand until one of the team reaches 300 points. If both reach 300 in the same hand, highest point count wins the entire game. Spades is a classic trick-taking card game typically played by four players in teams of two. The game is played with a standard 52-card deck, and the objective is to win as many tricks as possible by having the highest card in the lead suit or by playing Spades, the trump suit. Before each round, players bid on the number of tricks they expect to win. The team that accurately predicts and wins the most tricks scores points, while failing to meet their bid results in a penalty. The game continues until a team reaches the pre-determined winning score. This post contains affiliate links. For more information, see our disclosures here. Work together with your partner to win the most tricks (card captures) during a round and fulfill your team's bid by winning a specific number of tricks. Number of Players: 2 teams of 2 players (4 players total) Deal the Cards: The dealer (chosen randomly or rotating turns) shuffles the deck and deals 13 cards face down to each player. Forming Partnerships: Players sit opposite each other, and partners typically sit across from each other. The bidding phase is crucial in Spades, as it sets the goal for each team and adds a layer of strategy: Bidding Order: Starting with the player to the left of the dealer, each player bids on the number of tricks they believe their team can win during the round. Bids can range from "Nil" (winning no tricks) to "13" (winning all tricks). Blind Bidding (Optional): Some variations include a "blind bidding" round where players make their bids without looking at their cards. This adds an extra element of risk and deduction. No Passing: Players cannot skip bidding. If a player is confident they can't win any tricks, they can still bid "Nil." Once the bidding is complete, the fun part begins - playing the tricks! Here's how it unfolds: Leading the First Trick: The player to the left of the dealer leads the first trick by playing any card they choose (except a spade) face up to the center of the table. Following Suit: Each player, in turn, clockwise around the table, must play a card that follows the suit led (e.g., if hearts are led, all players must play a heart if they have one). Playing a Trump (Spade): If a player cannot follow suit, they can play any card from their hand, including a spade. Spades are the trump suit in this game, meaning they outrank all other suits. The highest-ranked spade played on a trick wins that trick, regardless of the leading suit. Winning the Trick: The player who played the highest-ranked card of the suit led, or the highest-ranked spade if spades were played, wins the trick and collects all the played cards. Leading the Next Trick: The winner of the trick leads the next trick by playing any card from their hand. A team with a Nil bid has a special challenge. They must avoid winning any tricks throughout the round. If they succeed in winning zero tricks, they score a bonus of 50 points (or 100 points in some variations). However, if they win even one trick, their team is penalized all bids made by both players, and the opposing team automatically wins the round. Tricks and Points: Each trick won is worth one point. At the end of the round, each team calculates the total number of tricks they won and compares it to their bid. Fulfilling the Bid: If a team wins exactly the number of tricks they bid on, they score their bid value in points (e.g., bidding and winning 7 tricks scores 7 points). Underbidding: If a team wins more tricks than they bid on, they score only the number of tricks they bid on (e.g., bidding on 5 tricks but winning 8 tricks only scores 5 points). Overbidding: If a team wins fewer tricks than they bid on, they score nothing for that round. The game typically continues for a predetermined number of rounds (e.g., 10 rounds). The team with the highest cumulative score at the end of all rounds wins the game! Breaking Spades: Spades cannot be led until they have been "broken," which means a player has played a spade when they couldn't follow suit. Blind Nil: A player can bid Blind Nil before looking at their cards, earning a bonus of 200 points if successful or losing 200 points if they win any tricks. Reneging: If a player fails to follow suit when they are able to, it is called reneging, and the team loses the round with a penalty (usually the opposing team is awarded the number of tricks the reneging player bid). Spades is a versatile game that offers a balance of strategy, communication (with your partner), and a bit of luck. With its easy-to-learn rules and exciting gameplay, Spades is a perfect choice for game nights, family gatherings, or whenever you're looking for a fun and engaging card game experience. Page 2 3 Up 3 Down is a fast-paced card game that's easy to learn and fun for all ages. The goal is simple: be the first to get rid of all your cards! Each player starts with three face-down cards (3 Down), three face-up cards on top of them (3 Up), and a hand of three cards. Players take turns playing cards onto the discard pile, following a simple rule: the card 3 Up 3 Down must be equal to or higher than the previous card. If a player can't play, they must pick up the discard pile. It's a mix of luck and strategy, making every round exciting. Want a game that's easy to pick up but keeps everyone engaged? 3 Up 3 Down is a great choice! This post contains affiliate links. For more information, see our disclosures here. The objective of 3 Up 3 Down is to be the first player to play all of your cards. Number of Players: 2-6 1. Each player selects three more cards from their hand and places them face up on top of the face-down cards (these are the "3 Up" cards). The remaining three cards form the player's starting hand. 2. Deal Cards: Shuffle the deck and deal nine cards to each player. 3. Set Up Three Piles:Each player selects three cards from their hand and places them face down in front of them (these are the "3 Down" cards and are not looked at again until the end of the game). Starting the Play: The remaining cards form a draw pile in the center. The top card of the draw pile is turned over to start the discard pile. Playing Cards: The player to the left of the dealer starts the game by playing a card from their hand that matches or beats the top card of the discard pile in rank (e.g., a 5 can be played on a 4, a 9 can be played on a 7, etc.). If a player cannot play a card from their hand, they must pick up the entire discard pile and add it to their hand. After playing a card, players draw from the draw pile until they have three cards in their hand. If the draw pile is empty, players do not draw and play with the cards they have. Play continues clockwise. Special Cards: 2. Can be played on any card and resets the discard pile. The next player can play any card. 10. Can be played on any card and clears the discard pile. The player who plays the 10 goes again with any card from their hand. Playing the "3 Up" and "3 Down" Cards: Once a player has played all the cards in their hand and draw pile, they begin playing the "3 Up" cards. These must be played in order, one at a time. After the "3 Up" cards are played, the player moves on to the "3 Down" cards. These cards are played blindly; the player flips one card at a time and plays it if possible. If the card cannot be played, the player picks up the entire discard pile and continues play from their hand. The first player to get rid of all their cards, including the "3 Down" cards, wins the game. Stacking: Multiple cards of the same rank can be played together (e.g., two 7s can be played at once), clearing the Pile: If four cards of the same rank are played consecutively, the discard pile is cleared, and the player who completed the set goes again. Endgame Strategy: Save special cards like 2s and 10s for strategic moments, especially as you approach playing the "3 Down" cards. Card Management: Keep track of the cards you have and plan to use special cards wisely. Memory: Remember which cards have been played and which might still be in opponents' hands. Timing: Play your high-value cards strategically to avoid picking up the discard pile. 3 Up 3 Down is an engaging card game that combines luck, strategy, and quick thinking. Its simple rules and dynamic gameplay make it a great choice for family and friends.

- yoxe
- https://aawyx.com/sites/default/imageuser/file/1501e98-bc44-4dc4-bbfb-eb6986c7de55.pdf
- nelson grade 2 math textbook pdf
- nonepanujo
- where is navajo from