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How to play billionaire card game

For this game, you will need one standard deck of 52 face cards without jokers. This game is only meant for two people to play. It is helpful to have a table to play on and some chairs to sit in, but these are not required. This game can take up to 30 minutes; so, make sure to allot an appropriate amount of time to play. This is a simple game that involves little strategy or skill. All it requires is the ability to recognize which of two cards has a higher value. In this game the value of cards from lowest to highest is: 2,3,4,5,6,7,8,9,10,J,Q,K,A No suit has a higher value than another. After shuffling the deck, deal out all of the cards. Each player will have half of the deck(26 cards). Players should not look at their cards, or arrange them in any certain order. Both players take the top card off of their pile and place it face up in the playing area. The player that played the higher card wins the round and takes both cards. If there is a tie, then apply the rules of a "war"(see step three). These two cards are added to the bottom the deck of cards of the player that won the round. Continue play until one player holds all of the cards. A war is when both players turn over cards of the same rank. In this case more action must be taken to determine who wins the round. Start by having each player place three cards off the top of their deck face down in the playing area. A fourth card is then played face up. The player with the higher fourth card wins and takes all of the cards played during that round. If the fourth card is also a tie then repeat this process until there is a decisive victory. If you run out of cards in the middle of a war your last card is placed face up and is used as your card for the war. If there is another tie, the person who ran out of cards will keep their last card face up as the card they use. If a player still has cards they will continue to follow the normal rules of war. (See video if confused.)IMG_0543.MOVThe game ends when a player has obtained all the cards. If you are not happy at the end of the game, play it again.There are many variations of this game.Multiple Players: It is possible to play with more than two players. In this case give each player an equal number of cards and play as normal. The player with the highest card wins all cards played in the round. Once a player loses all of his or her cards they are out and play continues without them.There is only a war if there is a tie between the highest cards that are played. Only the players that tied will participate in the war using the same rules described above.Faster Game: To speed up the game there are several options. One method would be to simply not deal out all of the cards at the beginning of the game.Another version involves changing the rules of war. Instead of playing just three cards face down during a war, you may play a number of cards equal to the value of the cards that caused the war. So, if there is a tie between eights, then the players would place eight cards face down and then the ninth would decide the winner of the war. If the ninth card was also a tie then continue the war using the ninth card to determine how many cards will now be placed face down.Feel free to make up your own versions of the game. Just remember to have fun! Playing Aggravation requires from three to six players, and the object is to make melds from an initial hand of 10 cards. It's somewhat similar to Contract Rummy, but has its own unique twists. Deal the initial cardsYou need four standard decks, including the jokers. You can play with more than six players, but you need to add one extra deck. Each player initially gets 10 cards. Create meldsRuns do not count in Aggravation, only sets of equal cards. Sets of two, three, four or five of a kind create a meld. Jokers and deuces are wild, but a player must have two naturals to put them in play. Attempt to get rid of all your cardsPlay continues until a player has disposed of all his cards by creating melds and playing them on the melds of other players. Players left holding cards at the end of a hand are assigned points for each card. Jokers are worth 50, deuces and aces are worth 20, face cards and 10s are worth 10 and all others are worth five. The winner of each hand gets to deduct 25 points from his score, and the winner of the final hand gets to deduct 200 points. The lowest score at the end of the game wins. Trump is played by dealing out all cards to the players. Players should each have the same amount of cards, so if there is an odd card left, put it into the draw pile to start play. Players begin by choosing a suit that will be their trump. Each player puts one of his trump cards in front of him face down and off to the side. Before each round begins, each player must pass a certain amount of cards to the player next to him. For three or four players, three cards are passed to the player's left neighbor. For five or more players, two cards are passed to the left. Before each subsequent round, cards are passed in alternate directions: first to the left, then to the right, then to the left across, then to the right across and then back to the left again. These alternations continue until the game ends. Play begins to the left and follows clockwise. The first player chooses a card to play, and the other players must follow suit. Any player may use his declared trump card if he chooses. A player can also play a different suit, but he cannot win the round unless the differing suit is a trump card. A trump card wins the round. Otherwise, the highest card played within the original suit wins. Each player gets one point for each round won. A player wins by earning 50 points. If you walk down the board game aisle at any department store, it can seem like the number of games available just keeps going up. It can be tempting to grab the first game you see, especially if you're in a hurry to start up a family board game night. But there are some games that are better than others. The games below are from my personal favorites — you may find that you have to play through more than a few to find the ones you and your fellow players will particularly love. It's worthwhile to find a local game store that offers you the chance to play through games at a in-store game night before making a purchase. Plus, this list includes a few board games that probably aren't going to be at a department store. (See also: Score! How to Host a Great Game Night) Settlers of Catan Settlers of Catan has been paving the way from more traditional board games, like Monopoly, to less-well-known alternatives for years. It's for good reason, because the game, which lets you trade resources and build towns and roads, is a ton of fun. Dominion This card-based game is officially meant for ages 13 and up, but we've played it successfully with younger kids. Dominion's mechanics make it different every time you play by including different sets of cards. There are also several different expansion packs available. Citadels Looking for something quick and easy to pick up? Citadels is a great game that can be played by up to seven players if you have a big group. It's also particularly easy; you can master the game in just a few minutes. Robo Rally Ever wanted to play with robots of your very own? Robo Rally lets you and your fellow players pit robots against each other and against a very unforgiving board. 7 Wonders You can build the wonders of ancient civilizations in 7 Wonders, along with discovering new technologies and competing with militaries. If you're a fan of computer games like Civilization, 7 Wonders can provide a nice transition. Got a few favorites of your own? Please share them in the comments — personally, I'm always looking for the next great board game. Disclaimer: The links and mentions on this site may be affiliate links. But they do not affect the actual opinions and recommendations of the authors. Wise Bread is a participant in the Amazon Services LLC Associates Program, an affiliate advertising program designed to provide a means for sites to earn advertising fees by advertising and linking to amazon.com.

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