

Card Race

The following game requires a standard deck of 52 playing cards.

Players: 2-20

Genre: Tactical Set Collection

Time: 15-20 mins

Overview

Cards are set up in a T shape and players direct the Route of play towards the King matching the suit of their Destination card.

Set Up

Find the 4 Aces and Kings. Randomly select an Ace and place it face up on the table. Deal a column of 5 face down cards from the deck in line with the Ace, reaching away from the players (the column should have 6 cards in it), then randomly select and place a King either side of the final card in the column (the one furthest from the Ace) face up. Next place 2 face down cards from the deck, 1 outside of each King, then each remaining King outside of them. You should have a T shape with an Ace at the bottom and such that the cross bar reads King, blank, King, blank, King, blank, King. Shuffle the remaining Aces back into the deck. Deal each player 1 **Destination** card, and 1 or 2 **Route** cards so long as there are enough cards remaining for all players to get an equal number. Players will never play their **Destination** card and should keep it secret until the end of the round. If playing with four or fewer players (Card Race is generally better the more players you have) take 4 random cards of different suits and deal them out as **Destination** cards. Shuffle any remaining cards back into the deck.

Game Play

The **Active** card will be the face up Ace until a card is played, at which point the **Active** card will always be the last card played. Start with the player with the lowest **Route** card, players should state not reveal their **Route** cards (in the case of a tie the player who stated their card value first starts, Aces are high or low, player's choice, Jacks rank higher than 10s, Queens higher than Jacks).

During their turn players may either draw a card from the remaining deck, if any are available, play a **Route** card or pass.

To play a black card of a lower value than the **Active** card, a player places it to the left of the **Active** card.

To play a red card of a lower value of the **Active** card, a player places it to the right of the **Active** card.

To play a card of a higher or equal value to the **Active** card, a player places it in front of and in line with the **Active** card.

Cards may be played on top of existing cards.

If the player has a card with a face value one less than, equal to, or one greater than the card just played they may immediately play it. If not the next player to the left who can and wishes to play a card with a face value one less than, equal to or one greater than the **Active** card may do so and become the **Active** player. If no players can or wishes to do so the next player to the left of the **Active** player becomes **Active** and draws or plays a card.

Play continues until a card is played onto one of the Kings at which point all players with a **Destination** card of a suit matching that King win. If no **Destination** cards match continue to play.

If a card passes the cross bar of the T, reset and replay the game.

Replay until one player has won more times than any other player at which point they win.

Table Talk

When playing with five or more players individuals may have allies (those sharing a **Destination** card suit) around the table. Players are free to state their **Destination** card's suit, but they are also free to lie and no player should ever reveal their physical **Destination** card until the end of the game. Card Race should be played as swiftly as players can manage and figuring out who is on your side or not is best done with wild conjecture and blatant accusations.

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