

PALACE

(Addiction or 10-2-7)

Players

1-4 players – one deck (best to have at least 4 players)
5-8 players – two decks (great fun for 6-8 players)
6-12 players – three decks

Object

Get rid of all your cards by always playing a card that is the same or higher than the one played before (exceptions noted below). While it's nice to be the first one out, the real goal is not to be the last player with cards!

Special Cards/Exceptions

10 – These can be played at any time and they clear the discard pile out of the game. The player playing the 10 gets to play any other card before drawing (if they are required to draw)

2 – These can be played at any time and reset the sequence back to 2.

7 – These must be played in sequence like every other non-special card (must be the first card or follow a lower card). However, the next player must play a 7 or a card lower than a 7 (or a 10). After the first non-seven is played then the player after that returns to playing higher number.

The Deal

Each Player is dealt nine (9) cards. Without looking at them, they choose three and place them face down in front of them. These three cards remain hidden and cannot be played until the player has no other cards to play. They are played blind. No peeking.

After looking at the remaining 6 cards 3 are chosen to be placed face up on each of the face-down cards. These can be played once there are no cards left in your hand. Everyone gets to see these cards. Suggestions for these three cards would be 2, 10, high cards, or multiple cards of the same value (these can be played at the same time). When all of these face-up cards have been played then the hidden cards may be played.

Basic Play

A card is turned over from the remaining cards (draw pile). Starting to the left of the dealer, the player may only play cards of the same or higher value (Ace high), or a 2 or a 10. The player then draws cards from the draw pile, if necessary, to

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bring their hand back up to 3. If a player doesn't play a card of the same or higher value, a 10 or 2 they pick up the entire discard pile which is added to their hand, ending their turn. When there is no discard pile then any card may be played.

Until the draw player pile is depleted, players must have at least 3 cards in their hand. Cards can be drawn any time before that player's next turn, otherwise the player draws up to 3 and their turn is skipped.

Multiple cards of the same value can be played in the same turn. If a total of 4 cards or more of the same value are on the discard pile then these cards are cleared from the game and the same player then plays a card in sequence on top of the discard pile.

If one or more cards are played with the same value as the discard then the following player's turn is skipped unless the total of cards is four or more where they are cleared as described above.

Once the draw pile is depleted a player's face-up cards may be played when there are no cards left in the player's hand or combined with the final cards in hand that are of the same value as any face-up cards. A player's face-down cards may be played when all of the face-up cards are played. Once played, if the cards do not follow the sequence, the discard pile and the played card become the player's hand. The remaining cards in front of a player cannot be played until there are once again no cards in the player's hand.

Remember that cards cleared as a result of a 10 or 4 or more of a kind are removed from play and are never re-introduced.

The winner is the person who gets validly plays their last face-down card. More importantly the loser is the last player left with cards.

Variants

- Anyone at any time may play on top of a card of the same value if they have it and can play quick enough. The player after that player is skipped and play picks up with the player after that. Another option is to only allow this when a player can complete a four or more of a kind.
- 1 or more Jokers played reverse the order of play. They have no value and may be played on anything. Next play follows the previous card's value. 8s can be played to reverse order, too, but they retain their value unlike Jokers.
- Once an Ace is played only that suit may be played until the discard is picked up. No exceptions, not even an off-suit 2 or 10, or a Joker may be played.
- Keep score over several rounds by the number of cards left only until there is a round winner. Highest score is the Big Loser.
- 3 - the pass card: a 3 can be played on top of anything and pass the rank of the card underneath to the next player.

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