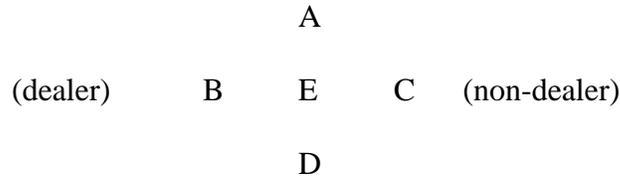


♠ ♠ ♠ ♠ ♠ Spades – Two Players ♠ ♠ ♠ ♠ ♠

This Two-Player Spades (a book-based card game) game is played similar to the regular Spades (4 player) game with a few adjustments.

♠ Setup

Referring to the diagram below:



Let A, B, C, and D be hands for the game. One player would have hands B and D, and the other player would have hands A and C. In other words, each player would have an additional hand to the right of them. E would be location of the cards when a play is made from each hand.

A deck of 52 cards are used (including a Big Joker and Little Joker that must be made distinct and the 2 of hearts and 2 of diamonds discarded from the game). The Jokers are considered spades and the rank of spades is as follows:

Big Joker, Little Joker, 2, Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3

When dealing, deal the cards similar to the setup above beginning with the hand to the left. Dealing should alternate after each hand.

Each book contains 4 cards (one from each hand) and there will be a total of 13 books.

♠ Bidding

The following are bids that must be made before any cards are seen:

Nil – One hand must give away all books

Double Nil – Both hands must give away all books

Blind Six (Seven, Eight, Nine, Ten, Eleven, Twelve) – A player must get 6 (7, 8, 9, 10, 11, 12) books and must be losing by 100 points or more.

The following are bids that may be made after cards are seen and before the first card is played:

4 (Board) through 13 (Boston)

Bemo (must get the first four books with either your hand or dummy hand)

Big Bemo (must get the first six books with either your hand or dummy hand)

Naught (one hand must give away all books)

Double Naught (both hands must give away all books)

Before the actual bidding begins, each player may look at the entire hand directly in front of them (actual hand) and turn over six cards from the hand to the right (this will give the players a better idea as to what he or she should bid) (this extra hand is the player's "dummy" hand). The non-dealer makes a bid, and then the dealer makes a bid.

When a bid is made, the bid cannot be lowered when written on scorecard; however, bids may be increased before first card of the first book is played. (Once the dealer hears the bid of the other player, it may influence the dealer to increase his or her bid.)

♠ Play

Play begins with the hand to the left of the dealer. Any card may be played. All other cards played from each hand must match suit (if possible). Play then moves clockwise (for example, A, C, D, then B in diagram above, respectively).

A play ends when a card is placed in the center (E in diagram).

The highest value of the suit of the first card of the book (or highest ranking spade) wins the book. A spade (which would win the book if no other spades are played) can only be played (from his or her actual hand) if that player does not have the suit which starts the book. In fact, any card can be played if you do not have in your hand a card which matches suit of the first card played for that book. The hand that wins the book begins play for the next book.

In regards to the hands on the right of each player (dummy hands), the cards face up must be played before the cards face down. If the hands to the right do not have the suit of the first card of the book, a spade that is face up must be played. If the cards face up do not include a spade or a card matching the first card of the trick, then cards should be pulled one at a time and placed face up until a spade or a card matching the first card of the book appears. If there is no spade in the dummy hand and no matching suit of the first card of the trick after all cards are face up, any card may be played. If one of the hands to the right is the first to play to begin a book, and no cards are face up, then the first card that is face down must be played.

♠ Scoring

Type of Bid	Successful	Unsuccessful
Big Bemo	200 pts	-100 pts
Bemo	100 pts	-100 pts
Nil	300 pts	-50 pts
Double Nil	500 pts	-100 pts
Naught	200 pts	-100 pts
Double Naught	400 pts	-100 pts
Three Consecutive Perfect Bids	80 pts	-----
10 Overbooks	-100 pts	-----
20 Overbooks	-200 pts	-----
Overbooks	1 pt	-----
Boston	500 pts	-----
Bid of 4 (Board) (tricks)	40 pts	-40 pts
Bid of 5	50 pts	-50 pts
Bid of 6	60 pts	-60 pts
Bid of 7	70 pts	-70 pts
Bid of 8	80 pts	-80 pts
Bid of 9	90 pts	-90 pts
Bid of 10	200 pts	-100 pts
Bid of 11	220 pts	-110 pts

Bid of 12	240 pts	-120 pts
Blind 6	100 pts	-60 pts
Blind 7	120 pts	-70 pts
Blind 8	140 pts	-80 pts
Blind 9	160 pts	-90 pts
Blind 10	300 pts	-100 pts
Blind 11	320 pts	-110 pts
Blind 12	340 pts	-120 pts

Overbook Penalty: 10 overbooks in a game result in a loss of 100 points. 20 overbooks result in a loss of 200 points.

Renigging – If a player (in the actual hand) has a card which matches suit of the first card of a book, but does not play the card, the opposing player (if the player notices the *renig* before the book is turned over) may take up to three books from that player at any time during that round.

♠ Winning

The game ends when a player scores 500 points or more after the scoring of a hand (including all penalties). If the score is tied, the winner is determined by the player that has the least number of overbooks in the game. If both players have a score over 500 pts, the player with the highest score wins.

Game created by Darrin Berkley