

GOLDEN DEUCE™

INSTRUCTIONS

Getting started - the basics:

Deuces (2's) have the highest rank, followed by Aces, Emperors (15), Empresses (14), Princes (13), Princesses (12), Guards (11), etc. down to three. Expressed in mathematical form, we have: $2 > A > 15 > 14 > 13 > 12 > 11 > 10 > 9 > 8 > 7 > 6 > 5 > 4 > 3$.

The highest ranking colored suit is Gold, followed by Crimson (red), Purple, and finally Jade (green). Therefore, the Golden Deuce is the highest card in the deck, and the Jade 3 is the lowest.

Below, find the ranking of tricks, starting with the highest:

Royal Deuce Straight Flush - A run of five cards up to the Deuce, all in the same suit. If two players lay down Royal Deuce Straight flushes, the player with the higher suit breaks the tie. An example of a Royal Deuce Straight Flush is 13,14,15,A,2 all in the Jade suit.

Royal Straight Flush - A run of five cards using all royal cards, all in the same suit. An example of a Royal Straight Flush is 11,12,13,14,15 all in the Gold suit or 12, 13, 14, 15, A in the Purple Suit.

Straight Flush - A run of five cards of the same suit. An example of a straight flush is 5,6,7,8,9 all in the Crimson Suit.

Four of a Kind - Four cards of the same numeric value. This must be played with a 5th card, to create a five card trick. For example, a player would lay down 6,6,6,6,10.

Full House - A five card combination featuring a Three of a Kind together with a pair. The Three of a Kind determines the rank. For example, 15, 15, 15, 4, 4 is higher than 12, 12, 12, A, A because the 15's are higher than the 12's.

Flush - Five cards of the same suit. In case of a tie, rank is decided first by number, then by colored suit. For example, 3, 6, 8, 9, 12 all in the Purple suit is higher than 3, 5, 7, 8, 11 in the Gold suit.

Straight - A run of five cards of any suit. For example, 4, 5, 6, 7, 8 in any combination of suits. In case of a tie, rank is decided first by number of the highest card in the straight, then by color of that number.

Three of a Kind - Three cards of the same numeric value. This can be played alone and can only be beaten with a higher three of a kind. For example, 8, 8, 8.

A Pair - Two cards of the same numeric value. For example, 5, 5. **A Single** - A single card. The Golden Deuce is the highest card.

Illegal tricks:

A "wraparound straight" - such as 14, 15, A, 2, 3 or 2, 3, 4, 5, 6.

"Two-pair" - such as 4, 4, 6, 6. Four hand tricks are not allowed in any form. Additionally, a player cannot add a card to a "two-pair" to make a 5 card trick.

The Deal

The deck is shuffled and cut. The first dealer is chosen randomly but in the succeeding rounds, the loser deals. The dealer gives 13 cards each, 1 card at a time in a clockwise direction, face down. The remainder of the deck is placed face down, and is set aside as the "draw" pile.

The Deal

The deck is shuffled and cut. The first dealer is chosen randomly but in the succeeding rounds, the loser deals. The dealer gives 13 cards each, 1 card at a time in a clockwise direction, face down. The remainder of the deck is placed face down, and is set aside as the "draw" pile.

Game Play

The rotation of play is clockwise. For the first round, the player who holds the Jade 3 starts play by laying down any card combination containing the Jade 3 onto the center of the table. It could be a Single, a Pair, a Three of a Kind, a Full House, a Straight, a Flush, a Four of a Kind or a Straight Flush. If no player holds the Jade 3, then the player who holds the Purple 3 goes first. This continues up the ranking scale of cards. For example, if no players hold any 3's, then whoever holds the Jade 4 goes first, and so on.

In addition, each other player advances ahead spaces for the number of cards remaining in the other player's hands, less their own. Because of this rule, it is still possible to advance numerous spaces, even if a player only comes in second or third place each hand.

For example: At the end of the round, Player A wins, Player B has 5 cards, Player C has 9 cards, and player D has 13 cards. Player C's cards are doubled and Player D's cards are tripled. Therefore, Player A receives $5 \text{ (Player B)} + 18 \text{ (Player C)} + 39 \text{ (Player D)} = 62$ spaces

Player B receives $18 \text{ (Player C)} - 5 \text{ (his own)} = 13 + 39 \text{ (Player D)} - 5 \text{ (his own)} = 47$

Player C receives $39 \text{ (Player D)} - 18 \text{ (his own)} = 21$

Player D receives no points.

Additionally, if a player is caught holding the Golden Deuce at the end of the hand, each other player is awarded an extra 5 points to their total.

Pawn Movement

The Golden Deuce game board contains 40 total spaces, including "move ahead", "move back", and "warp" spaces. The warp spaces work both ways, sending a pawn either towards the finish space or back towards the start space.

The winner of the hand moves their pawns first, followed in order by the player with the second highest amount of points, and lastly, by the player with the third highest amount of points. In case of a tie, the player with the highest card left in their remaining hand moves first.

A player may only move one pawn per round. The exception to this rule is if a player scores above 40 points and has two pawns that have not been entered on the board. In this scenario, the player may move the first pawn around the board and into the finish with the first 40 points scored, and move the second pawn the remaining number of points. For example, if a player scores 45 points, that player may move one previously unplayed pawn around the entire board (40 spaces) and then another previously unplayed pawn to the fifth space on the board. If the fifth space on the board is occupied, the player cannot move a new pawn to that space and loses the extra 5 points. That player cannot

Full House – A five card combination featuring a Three of a Kind together with a pair: The Three of a Kind determines the rank. For example, 15, 15, 15, 4, 4 is higher than 12, 12, 12, A, A because the 15's are higher than the 12's.

A player may only move one pawn per round. The exception to this rule is if a player scores above 40 points and has two pawns that have not been entered on the board. In this scenario, the player may move the first pawn around the board and into the finish with the first 40 points scored, and move the second pawn the remaining number of points. For example, if a player scores 45 points, that player may move one previously unplayed pawn around the entire board (40 spaces) and then another previously unplayed pawn to the fifth space on the board. If the fifth space on the board is occupied, the player cannot move a new pawn to that space and loses the extra 5 points. That player cannot move the remaining five points with a pawn that is already on the board.

If there is only one previously unplayed pawn in the player's possession, the player has the strategic option to either play that pawn, sacrificing the remaining 5 points, OR the player can move an existing pawn on the board into the finish space, ending the turn and sacrificing any remaining points from the spaces moved. If a player scores over 80 points, that player can move the full number of points ONLY if the player has 3 previously unplayed pawns. If the player only has 2 previously unplayed pawns in this scenario, that player may move the 2 pawns the 80 points into the finish space, sacrificing any remaining points.

Players have the option of moving either a pawn already on the board, or a new pawn. There are strategic advantages to both. If a player scores the amount of points needed to move a pawn to a space where another pawn is residing, they must choose a different pawn to move. If all possible spaces are occupied by other pawns, the player forfeits their spaces until all other players have moved (in order). After all players have moved their pawns, if a space becomes available, the player can then move their pawn to the space, continuing in order until all players have moved or cannot move. These same rules apply to warp spaces that are occupied by pawns. A player must move if they are able to do so.

In succeeding rounds, the winner of the previous round goes first, whether or not that player holds the Jade 3, and again, that player may lead with any hand. The next player in the rotation can only lay down a card combination that contains the same amount of cards, that can beat the card combination discarded by the first player (as outlined below). If they cannot beat the previous player with the same amount of cards, then they have to pass and draw a card from the remaining deck (if any). A player can pass anytime, even if they have a higher card combination, unless it is the following player's "last card". If all players pass, the last person to lay down their cards has control of the lead and can now lay down any card combination.

If a player lays down a **Single** – The next player can lay down a Single with a higher numeric value or the same number with a higher suit.

If a player lays down a **Pair** – The next player can lay down a Pair with a higher numeric value or suit.

If a player lays down a **Three of a Kind** – The next player can lay down a Three of a Kind with a higher numeric value.

If a player lays down a **Straight** – The next player can lay down a Straight with a higher numeric value or suit of the "high" card, or any 5 card hand that beats a Straight.

If a player lays down a **Flush** – The next player can lay down a Flush with either a higher color ranking with the same high card or higher, or to a higher number within the same color ranking as the previous Flush, or any 5 card hand that beats a Flush.

If a player lays down a **Full House** – The next player can lay down a Full House whose Three of a Kind has a higher numeric value, regardless of the value or suit of the pair, or any 5 card hand that beats a Full House.

If a player lays down a **Four of a Kind** – The next player can lay down a Four of a Kind (plus one extra card) with a higher numeric value or a Straight Flush.

If a player lays down a **Straight Flush** – The next player can lay down a Straight Flush with a higher numeric value or suit.

"The Golden Rule" – Last Card

There are two aspects to the Golden Rule:

- 1) If a player has only 1 card left in their hand, that player must declare "last card" before the next player's turn. If a player fails to declare "last card" and is caught before their next turn, that player is penalized and automatically moves back ten spaces on the board, using the pawn of their choice. If that pawn is blocked by another player's pawn, they must move a different pawn. If all pawns are blocked, then the player's pawn stays in place, regardless of the penalty.
- 2) Once a player has declared "last card," the player directly to the right of that player must play either the highest single card in their hand (to try to stop them from winning the game) OR they must play a multi-card trick (because such a trick cannot be beaten with a single card.) This rule stays in effect as long as a player has only one card in their hand. At any point in the game, a player may always ask another player how many cards they hold. Failure to respond truthfully to this question results in an immediate penalty of ten spaces.

"The Golden Rule" – Last Card

There are two aspects to the Golden Rule:

- 1) If a player has only 1 card left in their hand, that player must declare "last card" before the next player's turn. If a player fails to declare "last card" and is caught before their next turn, that player is penalized and automatically moves back ten spaces on the board, using the pawn of their choice. If that pawn is blocked by another player's pawn, they must move a different pawn. If all pawns are blocked, then the player's pawn stays in place, regardless of the penalty.
- 2) Once a player has declared "last card," the player directly to the right of that player must play either the highest single card in their hand (to try to stop them from winning the game) OR they must play a multi-card trick (because such a trick cannot be beaten with a single card.) This rule stays in effect as long as a player has only one card in their hand. At any point in the game, a player may always ask another player how many cards they hold. Failure to respond truthfully to this question results in an immediate penalty of ten spaces.

Scoring

The first player to rid their hand of all cards is the winner of the hand. The winner moves the number of spaces that equal the total remaining cards in the other players' hands. If another player holds 8 or more cards at the end of the hand, the number of spaces advanced for that players' cards are doubled. If the player has 13 or more cards, then the number of spaces are tripled.

Penalties

As mentioned previously, failure to declare "last card" warrants an on-the-spot ten space penalty. Additionally, if a player is caught with the "Golden Deuce" in their hand at the end of a round, each other player advances an extra five spaces on the board during their turn to advance their pawns.

Winning the Game

The first player to move all of their pawns into the finish space wins the game. A player cannot win by default. Therefore, a player must win the hand that brings their last pawn into the space in order to win the game. If a player scores enough points to win the game, but has not won the last card round, the player may move their final pawn to the center of the board to "cue up" until that player wins a hand, allowing them to win the game. Another player may still win the game while a player is waiting to win the last hand. Numerous players may wait in the center of the board, but cannot win the game until they win a final hand.

Hints & Tips

*Golden Deuce is definitely a strategy game, so it is important to pay attention to the cards that are played by the other players. Keeping tabs on cards that have already gone by will help to determine which cards would be best to play in following tricks. For example, if all four 2's have been played, it is obvious that the Golden Ace is now the highest card that can be played.

*A good strategy is to get rid of the low cards in your hand. For example, if a player has an isolated 3 in their hand, most likely the only way

hints & tips

*Golden Deuce is definitely a strategy game, so it is important to pay attention to the cards that are played by the other players. Keeping tabs on cards that have already gone by will help to determine which cards would be best to play in following tricks. For example, if all four 2's have been played, it is obvious that the Golden Ace is now the highest card that can be played.

*A good strategy is to get rid of the low cards in your hand. For example, if a player has an isolated 3 in their hand, most likely the only way to get rid of it is to lead it. Obviously, if such player gets an opportunity to lead, that player will want to lead the 3 early on or otherwise may be stuck with it at the end of the round.

*While not always the rule, it is best not to lead high cards. High cards are best used for winning the lead from another player so that a player can then lead the new trick with lower cards and rid their hand of them.

*It is generally unwise to store up too many 5-card tricks, on the hopes that someone will lead one. If you can get a lucky break and take over the lead, this will send a crushing blow to the other players. However, if you do not ever gain the lead, you will be stuck with too many cards in your hand at the end of the round. It may be best to try to break up the 5-card tricks into at least one high pair so that you can gain the lead.

*Similarly to the above tip, sometimes it is better to break up a high pair, such as a pair of emperors in order to play a single emperor to gain the lead. It will be easy to rid your hand of a high single card, and with the lead, you may play your other pairs to dwindle your hand.

*A rule in Golden Deuce allows you to ask any player(s) how many cards they have left in their hand at any point in the game. Keep in mind that if a player only has two cards left, for example, it may be best to lead a 5-card hand, if possible, so that they cannot put down any cards.

*Strategically move your pawns on the board to prevent other players from moving, or to allow you to collect all of your earned points in a high scoring hand. Having all of your pawns on the board may prevent other players from moving easily, but it will also prevent you from receiving all of your points from a hand over 40 or 80 points.

*Last but not least, it is wise to hold onto the Golden Deuce until late in the game, often using it as the second to last card in a player's hand, ensuring the win. However, if another player is close to having "last card" or only has five cards left in their hand, possibly forecasting a 5-card trick, dump the Golden Deuce to avoid the penalty of being stuck with it in your hand at the end of the round.

© 2002 Playroom Entertainment™ All rights reserved.

Golden Deuce, the Golden Deuce logo, Playroom Entertainment and the Playroom Entertainment logo are trademarks of Playroom Entertainment Inc.

number of the highest card in the straight, then by color of that number.