



# Double Hearts

**4 (or 3) Players**

## **Summary:**

Double the Hearts means Double the Points in this two handed version of the classic Trick Taking game!

## **The Object:**

Keep the lowest score by taking the fewest point cards.

## **Overview:**

In this game you play your Light and Dark Hands at the same time!

## **The Deck:**

Remove the Jokers from the deck. You will also need a score sheet and a score keeper.

## **The Deal:**

Each player chooses a card at random, the player with the highest ranking Light card is the first dealer.

Deal out all of the cards. 4 players will get 13 cards.

(3 players get 17 with one left over. Leave that card face down, it will be used later.)

## **The Pass:**

After examining their cards, each player will choose three cards from their hand to pass to another player. On the first hand of the game pass to the player on your left, on the second hand pass to your right and the third hand pass to the player across from you. On the 4th hand all players hold their cards without passing. On the next hand start from the beginning again. (With three players skip the pass across.)

## **Point Cards:**

Each Heart is worth 1 point and each Queen of Spades is worth 13 points. In this game points count against you so you want to avoid taking Tricks with a lot of points. The points count no matter what the shade of the Lead card was. In other words when you take a Trick led with a Dark card, any Light Hand Hearts on the cards count towards your score.



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## Tricks:

A "Trick" is a set of cards, one from each player.

In this game there is no trump suit, so the highest ranking card in a suit that matches the lead card (Light OR Dark) takes the Trick.

You must play a card in the same Suit in either shade (Light OR Dark) if you have one in your hand. If you don't have any cards in that suit you can play any card.

Aces are High, 2s are low.

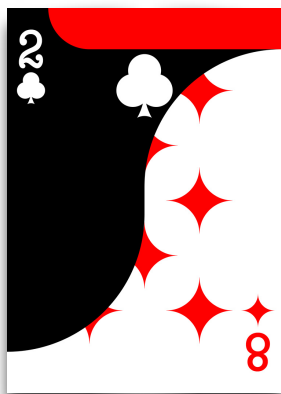
If there are two cards with the same Rank and Suit (Twins), the card that matches the shade of the Lead Card is higher.

## The Play:

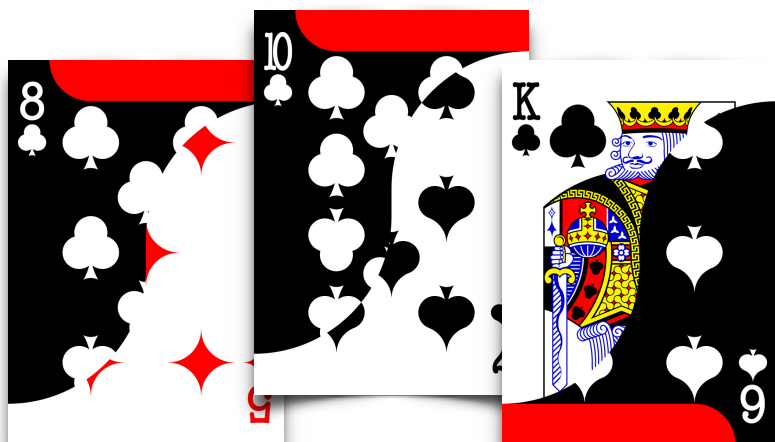
The player holding the Dark 2 of Clubs will play that card face up in the center of the table. This is the Lead card for the first Trick. (With three players if no one has the Dark 2 of Clubs, lead with the Dark 3 of Clubs)

The player to their left plays the next card, then continue clockwise around the table until everyone has played. The person who played the Highest Ranking Club takes the Trick. You can not play any point cards (Light OR Dark) on the first Trick.

After a player takes a Trick, that player leads the next Trick. When you lead be sure to announce if you are leading with the Light or Dark side of your card.



Lead Card



In this Trick, Dark 2 of Clubs is led. The Light King of Clubs takes the Trick because it is the highest ranking Club of everything.



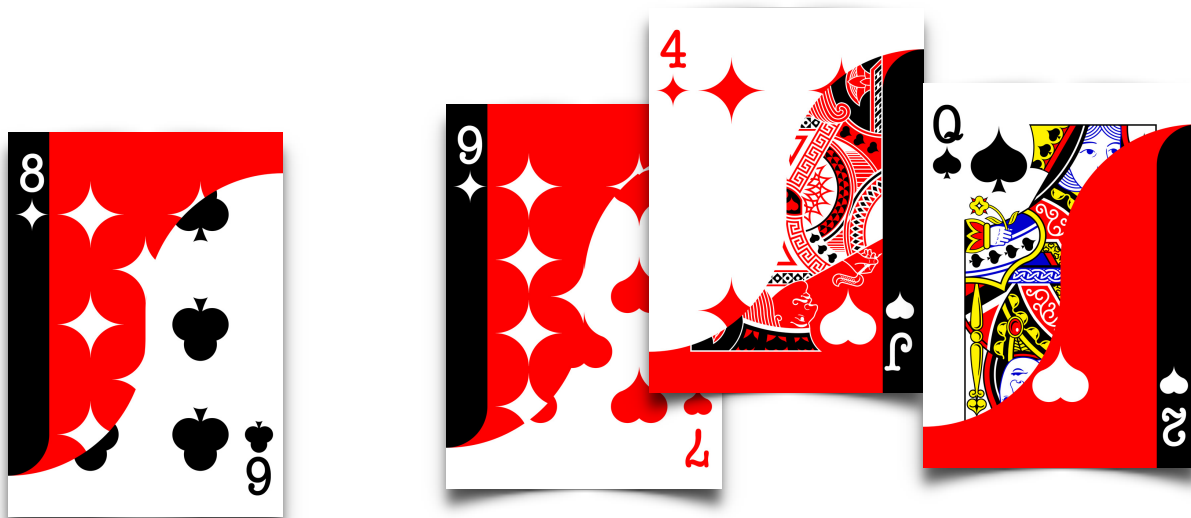
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## Breaking Hearts:

The first time a player takes a Trick with any Point Cards, Hearts are “Broken”. You can not lead with a Point Card until Hearts have been broken or if you only have point cards left in your hand.

In other words, you can not lead with Hearts or the Queen of Spades on either side until someone has taken a trick with Hearts in it.



Lead Card

In this Trick, 8 of Diamonds (Dark) is led. Be sure to announce that the lead card is the 10 of Diamonds and not the 6 of Clubs. The 9 of Diamonds takes the Trick because it is the highest ranking Diamond. One player did not have any Diamonds, so they played the Light Queen of Spades/Dark 2 of Hearts. This Trick is worth 16 points to the player who takes it (3 points for the 3 Heart cards and 13 points for the Queen of Spades).

Notice that you can not lead with the Dark 9 of Diamonds until Hearts have been broken because the Light 7 of Hearts is a Point Card. After Point Cards have been played (like in this hand) any player can lead with a Point Card.



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## Scoring:

In this game, players take points from both sides of each card in every Trick they took.

Each Heart is worth 1 point, each Queen of Spades is worth 13 points.

Every Hand will have a total of 52 points (13 Light Hearts, 13 Dark Hearts, and 13 points each for the Light and Dark Queen of Spades).

At the end of each hand, players add up the points they took. That number is added to their total score.

**“Shooting the Moon”:** If one player takes all 52 points in the same hand, they have “Shot the Moon”. That player takes zero points for the hand and all of the other players take 52 points.

After the hand is scored, the player to the left of the dealer becomes the new dealer.

## The End:

The game ends when a player reaches a total of 250 points or more.

The winner of the game is the player with the lowest score at the end of the game.

## Variations:

In the game Dark Hearts the player who leads chooses when you play your Light or Dark Hand! Find the complete rules for Dark Hearts at [JankenDeck.com/Dark](http://JankenDeck.com/Dark).

## Hints:

It helps to remember what cards have been played and what cards are still in waiting.

There are no cards with the same suit on both the Light and Dark sides.

Every Ace is joined with another Ace. There are only four Aces.

Every card Ranked 8 and over is joined with a card Ranked 7 and under.