

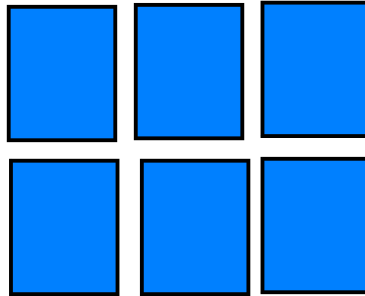
SIX CARD GOLF

In this version, a pair of equal cards in a column scores zero. Therefore the main object of the game is to make pairs, while keeping unpaired cards as low as possible.

Players, Cards and Deal

Two, three or four players use a standard 52-card pack. With more than four players, a second pack is added, and a third pack if there are more than eight. The deal and play are clockwise.

The dealer deals six cards to each player, one at a time, arranging them face down in a rectangle in front of each player like this:



The remaining undealt cards are placed face-down in the center of the table to form a drawing stack. The top card of the stack is turned face up and placed beside the stack to start the discard pile. Before play begins, each player turns any two of the cards in his layout face up. The other layout cards may not be looked at until they are discarded or turned up in the course of the play, or scored at the end of the play.

The Play

The player to the dealer's left begins, and the turn to play passes clockwise. At your turn you must either draw the top card of the face-down stock, or draw the top discard. You may use the card you draw to replace any one of the six cards of your layout, but if you choose to replace a face-down card you are not allowed to look at it before deciding to replace it. You place the new card face-up in your layout, and the card that previously occupied that position is placed face-up on top of the discard pile. It is then the next player's turn.

If you draw a card from the face-down card from the stock, you may decide that you do not want it anywhere in your layout. In that case you simply discard the drawn card face-up on the discard pile, and it is the next player's turn. It is, however, illegal to draw the top card of the discard pile and discard the same card again, leaving the situation unchanged: if you choose to take the discard, you **must** use it to replace one of your layout cards.

The play ends as soon as the last of a player's six cards is face up. The hand is then scored.

Scoring

At the end of the play, each player's layout of six cards is turned face-up and scored as follows:

- Each ace counts 1 point.
- Each joker counts minus two points.
- Each numeral card from 2 to 10 scores face value.
- Each Jack or Queen scores 10 points.
- Each King scores zero points.
- A pair of equal cards in the same column scores zero points for the column (even if the equal cards are twos).
- The player who has the lowest cumulative score after nine deals wins.