

# RULES OF PLAY

**HEARTS DELUXE** is a four player point-based strategy card game. The object is to get the LEAST amount of points.

## • THE POINTS •

In a standard game all hearts count for **1** point, the queen of spades counts for **13** and the jack of diamonds is **-10**. "Shooting the Moon," which consists of taking the queen of spades and all thirteen hearts, is **-26**.

## • THE PLAY •

**HEARTS DELUXE** is played by dealing the deck out in full. After receiving thirteen cards, each player selects three unwanted cards and passes them. The pass rotates after each hand: first to the left, then to the right, then to the player across from you. Every fourth hand is a "keeper" in which, as in life, you must play the cards dealt you.

After the pass, the player with the two of clubs begins play by leading any club. The first card played need not be the two of clubs. The player who threw the highest card of the suit led takes the trick (a "trick" consists of all the cards on the table after everyone has played one card), and begins the next trick. Every player must follow suit if possible. If, however, you should find yourself out of the suit led, you may play any card in your hand. The one exception to this rule is on the very first trick, when no points (hearts or the queen of spades) may be played. Furthermore, hearts or the queen of spades may not be led until one has been discarded in the course of play. After a heart or the queen of spades has been played, hearts are considered "broken" and may be led on subsequent tricks. Play continues until there are no more cards left. At this point the score for that round is tabulated and a new hand is dealt. The game is over when one player exceeds the point limit set for the game. The player with the lowest score wins.

## • OPTIONAL RULES •

The above rules apply for the "standard" game of Hearts which **HEARTS DELUXE** is set to play when first run. However, **HEARTS DELUXE** supports many rule variations which you can set under the RULES menu. A brief description of the optional rules is provided below.

### RULES MENU

**JACK OF DIAMONDS:** When checked, the jack of diamonds is worth -10.

**QUEEN OF SPADES:** When checked, the queen of spades is worth +13.

**NO TRICK RULE:** When checked, players receive a -5 bonus for taking no points in a hand.

**ROTATE LEAD:** When checked, the lead rotates, instead of the two of clubs deciding the lead.

**TURN OFF PASSING:** When checked, no passing will occur. All hands are "keepers."

**TWO OF CLUBS MUST LEAD:** When checked the two of clubs must be led on the first trick.

**BLEED ON FIRST TRICK:** When checked, you may play Hearts or the Queen on the first trick.

**QUEEN IS NOT A HEART:** When checked playing the Queen of Spades does not "break" hearts.