

10's Are Wild

house
rules



- The Deck**
Two 52-card decks shuffled together. No jokers.
- The Deal**
Each player gets 4 cards face down, then 4 more face up on top of those, then 11 cards to their hand. King is high, Ace is low.
- Who Leads**
Everyone flips a card off the remaining pile of cards. The highest shown card leads, then play moves clockwise.
- Your Turn**
Play a card — or several of one rank together — that matches the rank showing or is lower. Three 9's beat a 10 showing.
- Wild 10's**
A 10 plays on anything and clears the pile on the spot. Four of a kind clears it too — that player leads next.
- Can't Go**
Pick up the entire pile into your hand.
- Working Down**
Clear your hand first, then your face-up cards, then your face-down cards — played blind, no peeking before you play.
- Going Out**
First player to clear their hand, face-up cards, and face-down cards wins the deal.
- Scoring a Deal**
Everyone else totals the cards left in front of them — the player who went out scores zero.
- Winning the Game**
Deal again and keep a running score. The first player to top 100 ends the game — lowest total wins.

10's = 20 pts J Q K = 10 pts A-9 = face value

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