

SANITY

Insanity is defined as doing the same thing over and over again and expecting different results. Is that any way to live? Is that any way to game? Sanity gives you some relief from the same card games that always end with that crazy uncle (you know the one) taking all of your money, your house and a good portion of your dignity.

The Sanity Deck is a set of cards comprised of double cards from a standard playing card deck. This allows each card to be played three different ways.

You may play the lower-valued card on your card, the higher-valued card on your card or the combined total of both cards which amounts to a combined-value non-suited 5th suit on each card. That's right folks, you have a choice in how you play your cards now and it's never felt so good.

Sanity provides you with the revised rules for how to play three classic games (500 Rummy, Hearts, Oh Hell) in a newer, fresher, more-sane way. (For deeper understanding of the rules of each of these games go to:

<http://en.wikipedia.org/wiki/Hearts>; http://en.wikipedia.org/wiki/Oh,_hell!; or http://en.wikipedia.org/wiki/500_rum)

Contents

- 78 Double Cards (+2 Jokers)

Credits

The following people made this game possible.

Game Concept:	Chris Romansky
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Legal



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Hearts

4-Player Variant

Object: Have the lowest score after one player exceeds a score of 300.

Setup: Remove the 2♣5♦ and the 3♣5♠ from the deck. Deal each player 19 cards. Before play begins you will pass 5 cards; in the first hand, players pass to the left, the second, players pass to the right, the third, pass across, and the fourth, do not pass. Repeat this order as need until somebody wins.

Game play:

- The player with the 2♣3♦ plays first and must lay down the 2♣3♦ as a 2♣. Each player after the lead must follow suit if he can. No duplicate cards can be played. If somebody leads a 2♦8♣ and plays it as a 2♦, you will not be able to play a 2♦Q♥ as a 2♦. If a player cannot follow suit (on any trick), they may play a card in any other suit. On the first trick of each hand, no points (Hearts or the Queen of Spades) may be played, even if the card is not played as a Heart or the Queen of Spades, unless every card in your hand contains points.
- A player wins a trick when he or she plays the highest card of the suit that is led. The winner of the trick leads the next.
- Again, each player after the lead must follow suit if he can. If the player can't, the player may play *any* card he or she wants.
- A player can't lead with a heart until a heart has been played in the game (broken). Hearts are broken when a player lacks a card in the suit that has been led, so he or she throws down a heart instead. Many people play that hearts can't be broken on the first trick. The exception to this rule is when a player has voided all suits and possesses only Hearts.
- Playing continues until all cards have been played.

Scoring: After all the cards have been played, players count up their tricks. Each heart card a player has results in a point. A player who ends up with a Queen of Spades gets 13 points. When one player reaches 300 all points are tallied and the player with the least amount of points wins. If a player reaches exactly 300 points, their score is automatically reduced to 150.

6-Player Variant

Game play remains the same as the 4-Player variant, except that there are no cards removed from the game, each player will receive 13 cards and pass three on a turn.

The across player is the player exactly across from you. There will be no passing to players two to the left or right of you.

Oh Hell

4-Player Variant

Object: Have the highest score after 25 rounds of play.

Game play:

- Each round, the dealer deals a certain number of cards (from a full deck, jokers removed) to all the players, including himself. One card is dealt in the first round, two in the second, three in the third, etc. The rounds are as follows: [1/2/3/4/5/6/7/8/9/10/11/12/13/12/11/10/9/8/7/6/5/4/3/2/1].
- After dealing, the dealer takes the remaining deck and flips the top card. The suit of the card he flips becomes trump for that round. Trump will match the highest value on the card.
- Starting with the player to the left of the dealer, players begin to bid how many tricks they can take. A player may bid any number between zero and the number of cards dealt that round. The dealer records the bids on a scoresheet. When it comes his turn to bid, he may not bid so that the sum of the bids of all the players is exactly equal to the number of cards dealt. If the sum of the bids is exactly equal to the number of cards, there is a chance that there will be no loser.
- The player to the left of the dealer plays first. All subsequent players must follow suit. Each player may choose to play either the low version of their card, the higher version of their card or the combined non-suited value of their card. No duplicate cards can be played. If somebody leads a 2♦8♣ and plays it as a 2♦, you will not be able to play a 2♦Q♥ as a 2♦. You must follow suit if you are able to. If a non-suited value is led, you cannot play trump as all cards can be played non-suited. (The only exception to this is if all you have are cards with a matching value to previously played non-suited values.) The player who wins the trick leads the next hand, if there is one.
- Once all cards have been played, the dealer tallies up the score. If a player takes the exact number of tricks he bid, the number he bid. For example, if Joel bid 0 and took 0 and Chris bid 5 and took 5, Joel's score would be 0 and Chris's would be 5. If a player takes any other number of tricks, he receives negative points equal to the amount they missed by.. For example, of Rachel bid 3 but took 2, and Crystal bid 1 but took 3, Rachel would receive -1 and Crystal would receive -2.
- The player to the left of the dealer deals the next round.
- The game continues until the full 25 rounds have been played.

6-Player Variant

Game play remains the same as the 4-Player variant, except that the 13 hand is played without a trump card.

500 Rummy

Object: Reach a score of 500.

Setup:

- Shuffle the deck, then deal 7 cards to each player.
- Place the deck in the center of the players. Flip the top card of the deck and place it to one side of the deck. This card is the “pile”.
- Play begins with the person to the left of the dealer..

Game play:

- Draw a card from the top of the deck, or draw the top flipped up card in the “pile” on your turn. (You may take a card further down in the “pile”, but you must play a set of 3 or more that uses the card selected and all of the rest of the cards must join your hand.)
- Make sets of 3 or more cards either in a suited sequence, a “run”, [2♦-3♦-4♦] or a set of same values “block” [2♦-2♥-2♣]. You may only play sets of cards in front of you on your turn, and you may only score cards that have been played on the table in front of you. No duplicate cards can be played. If you play a 2♦8♣ and play it as a 2♦, you will not be able to play a 2♦Q♥ as a 2♦. You may play a combined-value non-suited “run” or “block”. You may move cards around as you see fit as long as you don't leave cards on the table that cannot make a group of three. You do not need to play a set if you don't wish to, unless you took a card from further down the “pile” as described in the previous bullet point.
- You may play on other players “runs” and “blocks” by setting your card down in your area and declaring what you are building off of.
- To end your turn, discard a card from your hand. Place your discard on top of any face up cards already in the “pile” in such a way that you can see what cards are in the “pile”. You must discard, so you are required to have at least one card remaining after playing “runs” or “blocks”.
- Play each round until a player is out of cards.

Scoring: All cards played out on the table are scored as follows: 5 points for all cards valued 2-9; 10 Points for all cards valued 10-Kings; 15 Points for all Aces and 2 points for all combined-value non-suited “runs” or “blocks”. Players lose points for all remaining cards in their hands. Score the highest value for each card possible when determining lost points. A 2♦Q♥ card scores -10 for the value of the Queen, not the 5 points for the 2 or 2 points for the combined card value.