

Big Queen

An even number of players is required to form 2 equal teams.

4 players will use 2 decks without jokers. (Current Version)

6 or 8 players will use 3 decks without jokers.

10 players will use 4 decks without jokers.

The objective of your turn is to get three of a kind and place it in your "Play Area."

Twos are wild cards.

A set of 3 can be made up of 3 natural cards, 2 natural cards and 1 wild card or 1 natural card and 2 wild cards.

The Queen of Spades (Big Queen) is worth 100 points. If played in the Play Area it counts for your team. If it's in your hand at the end of the round it counts against your team.

Each team has a (Play Area). Team A consists of Player 1 and Player 3, Team B is Player 2 and Player 4.

Player 1 is the first dealer. The Dealer will click the Deal Button to deal the first round. He then moves one card from the deck to the discard area.

When the deal Button is clicked a symbolic 10-sided dice rolls, if it rolls a 44 or 45 the dealers team gets a 100-point bonus (cut the deck bonus).

From here, Player 2 either picks up the card in the discard area or draws a card into his hand. He can then play his sets in the 'Team B' play area, when he is done with his turn, he will discard one card to the Discard Area then the game continues on in Player Order.

Each turn begins by drawing a card or picking up from the discard pile. The turn ends when the player discards a card.

To pick up from the discard pile you must have two of the same cards as the one you want to pick up or one the same and one wild card or two wild cards. If you pick up from the middle of the discard pile you also take all the cards from there to the end of the discard pile.

You must play the card you chose to pick up from the discard pile plus the two used to pick it up immediately.

You may now place in your Team Play Area all of your three-of-a-kind sets of cards (three natural, two natural and one wild card or one natural and two wild cards). You may also add to a set any cards in your hand that matches the sets in the play area. If you have a 2 (wild card), you can put it in any set.

Repeat Step with each player until the first player is out of the game by no longer having any cards.

When you have only one card in your hand you must announce it. If not (and the other players say so) you have to draw a card as a penalty.

You must have a discard to go out and must ask your partner(s) if you can go out. If any partner says no you cannot go out this turn.

The bank adds up all of the total points. Cards 3 through 9 are 5 points each. 10, Jacks, Queens and Kings are all 10 points each, aside from the Queen of Spades, which is 100 points. Aces are 15 and 2s are 20 points.

Whichever team wins the hand adds the points to its score deducting the score of cards left in the hands of their partner(s).

The losing team of that hand adds up the amount of points that it is still holding in its players' hands and then deducts that from its score in their bank.

The game continues to be played until one team reaches the winning score. If both teams exceed the points required to win the one with the greater score wins. If there is a tie there will be a playoff round.

Winning scores:

4 players 1,000 points

6 players 2,000 points

8 players 2,500 points

10 players 3,000 points.