

Law

Card Game Rules [v1.0]

 2-4 players

 1 deck of cards

 15-30 minutes

Setup

- *First time players:* Remove all face cards and Aces from the deck before starting.
 - After playing 1 full game like this, feel free to shuffle them back in for the next one.
- Shuffle the deck and place it face-down in the middle of the players. This is the *draw pile*.
- Deal 2 cards to each player from the draw pile. This is your *hand*.
- Flip 1 card over next to the draw pile. This is the *discard pile*.

Gameplay

- As you play, the rules will change according to *Laws*. Each card corresponds to one Law.
- The youngest player goes first. Turns proceed clockwise.
 - After the first game, whoever is to the left of last game's winner goes first instead.
- Start your turn by *taking* 3 cards (from the draw *or* discard pile). End the turn by *discarding* 1.
- Your goal is to assemble "*Bills*", which can be any of the following:

<i>3-of-a-kind</i>	<i>Straight of 4</i>	<i>Flush of 5</i>
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- When you have a Bill in your hand (at any time), place it face-up in the *trash pile* (off to the side somewhere) and then "*collect*" a Law. To collect a Law, take 1 card (from the draw *or* discard pile) and place it in front of you, face-up. This is your *Law collection*. Then refer to the table of Laws below, where each card has a corresponding Law. If it is an *event*, follow the instructions immediately. Otherwise, its corresponding rule must now be followed by everyone for the rest of the game.
- **To win the game: Collect 4 Laws.**
- If the discard pile runs out, immediately replenish it with 1 card from the draw pile.
- If the draw pile runs out, shuffle together the discard pile (except for the very top card) and trash pile, then place it face-down to form the new draw pile.
- Whenever your hand is empty, draw 1 card.

Terms

- Draw - Add a card from the top of the draw pile to your hand.
- Take - Add a card from the top of the draw pile *or* discard pile (your choice) to your hand.
- Discard - Place a card (of your choice) from your hand on top of a discard pile.
- X-of-a-Kind - X cards with the same rank (e.g. 3-of-a-kind could be 6 of hearts, spades, & clubs).
- Straight - Cards of consecutive rank. Ace can be high or low, but not both at once.
- Flush - Cards of the same suit.

FAQ

- Do I have to take all 3 cards at once?
 - When you take or draw multiple cards, you may do so one at a time (e.g. to decide if you want to take the next one from the discard or draw pile).
- What if someone breaks a Law?
 - If a Law is broken but can be resolved simply and quickly (up to your discretion as the players), do so. Otherwise, the infringing player must discard 2 cards.
- Do I get to choose which card I pass/swap/discard?
 - Yes, for any rule that involves passing, swapping, or discarding a card, each player who is doing that action gets to choose which card (unless it is specified as “random”).
- Can I look through the discard pile?
 - You may look through the discard pile at any time (unless it is face-down), but you may only take from the top.
- What if the discard pile is face-down?
 - You must still reveal each card as you discard it. If another Law requires knowledge of the top card of the discard pile, you may look at it.
- What if the draw pile is empty and there’s no way to replenish it?
 - Everyone has to contribute 2 cards from their hand (or as many as they can), which are immediately shuffled together to become the new draw pile.
- What if I need to swap or pass cards with someone, but one of us doesn’t have enough?
 - Swap/pass/discard as many as possible. For swapping, this should be the minimum hand size between both players.
- What order should I do different “at the start/end of your turn” actions?
 - You may choose what order to do all of your start-of-turn actions, and what order to do all of your end-of-turn actions. This includes the base rules to take 3 cards at the start of your turn and discard 1 card at the end of your turn.
- What if it becomes impossible for any player to collect (because of a combination of Laws)?
 - The player(s) with the largest Law collection wins.
- If Spades and Clubs are the same suit, and Clubs and Diamonds are the same suit, then are Spades and Diamonds also the same suit?
 - Yes, suit equivalence is transitive.
- What does it mean to remove a card from the game?
 - Wherever it is (in the draw pile, Law collection, player’s hand, etc.), move it to a pile away from the game. It can not be used by any players, and its Law is no longer active.
- Who is the “Collector” in the Events that are on the King cards?
 - Whichever player just collected that Law.
- If drawing a certain card triggers a Law or effect, do I have to reveal that card?
 - Yes. (e.g. The 7 of Spades Law is active, and you draw a Spade. You must reveal it.)

Rank				
2	X-of-a-kind requires 1 fewer card.	Straights require 1 fewer card.	Flushes require 1 fewer card.	All Bills require 1 fewer card.
3	X-of-a-kind requires 1 additional card.	Straights require 1 additional card.	Flushes require 1 additional card.	Every straight must include at least 1 Heart.
4	X-of-a-kind is no longer a Bill.	Straights are no longer Bills.	Flushes are no longer Bills.	A straight-flush wins the whole game.
5	Spades and Clubs are the same suit.	Clubs and Diamonds are the same suit.	Diamonds and Hearts are the same suit.	Hearts and Spades are the same suit.
6	5's can be used as any rank.	5's can be used as any suit.	Whenever you draw a 5, everyone draws 1 card.	Whenever you discard a 5, everyone passes their hand to the left.
7	Whenever you draw a Spade, draw 1 card.	Whenever you draw a Club, choose 1 player to discard 1.	Whenever you discard a Diamond, draw 1 card.	Whenever you discard a Heart, choose 1 player to discard 1.
8	At the end of your turn, pass 1 card to your right.	At the end of your turn, pass 1 card to your left.	At the end of your turn, swap 1 card with the person to your left.	At the end of your turn, swap 1 card with the person to your right.
9	The draw pile is face-up.	The discard pile is face-down.	There are 2 separate discard piles.	You may discard to the draw pile.
10	At the start of your turn, take 1 extra card.	At the end of your turn, discard down to 6 cards.	The player(s) with the fewest Laws discards 1 fewer card each turn.	The player(s) with the fewest Laws takes 1 extra card each turn.
J	Numbers on all Laws are doubled.	Whenever you collect a Law, collect 2 instead. You need 2 more Laws to win.	The player(s) with the most Laws must play with their hand exposed.	The player(s) with the most Laws discards 1 extra card each turn.
Q	Event: Each player collects 1 Law, but needs 1 more Law to win.	Event: Every player returns 1 of their Laws to the deck.	Event: Remove all 3's and 4's from the game.	Event: Replace all Laws randomly (from the draw pile).
K	Event: Collector chooses 1 Law from their hand to collect instead. Shuffle this into the draw pile.	Event: Collector chooses 2 players to swap hands.	Event: Collector chooses 1 Law to replace randomly (from the draw pile).	Event: Collector chooses 1 Law and 1 player. It now only applies to that player.
A	Unless it's your turn, you may play the <i>next</i> rank on top of the discard pile to draw 3.	On your turn, choose 1 player to reveal their hand, and steal 1 of their cards.	You may discard 2 cards to draw 1 (at any time).	You may ask 1 player for 1 exact card during your turn. If you're right, steal it (as in Go Fish).