

# Kings n' Queens

A deck building game for 2-4 players, ages 10 and up. One game lasts 15-20 minutes.

**Materials:** 2 decks of cards with the same backs.

**Object:** To purchase the most queens before the end of the game.

## Setup:

1. Remove the jokers from the decks. If there are 4 players in the game, remove two kings. Pull out the face cards, tens, and aces and shuffle them together. Put them face down in a pile.
2. Sort the non-face cards into piles by number (2's, 3's 4's, etc). Shuffle each pile and put them face down. Flip the top card of each of these piles over so it can be seen.
3. Put the queens face up in a pile.

**Starting Hand:** The first player takes the top card from the 2, 3, 4, and 5 piles, and 2 cards from the face card pile. Shuffle your cards and then put them face down in front of you. If you draw a King in your starting hand, place it immediately at the top of the layout. Do not draw a card to replace it.

**Starting Hand Polychromatic Rule:** If your starting hand is all one color, exchange your highest-value card for the same value card of a different color, and shuffle the returned card into the pile. For example, if your highest-value card is a face card, draw until you have a face card of a different color from the rest of your deck, then reshuffle the entire face card pile, including the card you started with and any cards you pulled before getting a correctly-colored face card. This is the only time when drawing a king has no impact.

After the first player has finished their turn, the next player draws their starting hand and plays.

**Playing the Game:** On your turn, draw the top 3 cards from your deck and reveal them. Count up the value of the red cards and black cards, and subtract the lowest from the highest. For example, a 4 of hearts (red), 2 of diamonds (red), and jack of spades (black) is 10 minus 6, or 4 points.

Use the point value in your hand to buy one additional card from the piles laid out on the table. In the example, you can buy a 2, a 3, or a 4. That card goes in your discard pile. At the end of your turn, discard all the cards you used to buy your card, as well as the card you bought.

- Each non-face card is worth its face value. When you buy one, flip the next card in the pile over.
- Buying a face card from the face card deck costs 10, and jacks, tens, and aces are worth 10 points. If you buy a king, put it at the top of the layout and do not draw to replace it. The game ends when 4 Kings are out.
- Buying a Queen costs 15 points. When you buy a queen, she goes into your deck but cannot be used to buy other cards. When the Queens pile is empty, the game ends. At the end of the game, whoever has the most queens wins.
- You can only buy one card in your turn. You do not have to buy a card.
- If your total is 0 or 1, you cannot buy a card. Instead, you may keep one card from your hand face up in front of you and discard the rest. On your next turn, draw 3 cards as normal, but play the card you kept from the previous hand.

When you run out of cards to draw from your pile and it is time to draw another card, shuffle your discard pile and place it face down as your draw pile.

If you buy a king, you must play it immediately by placing it at the top of the layout. You cannot buy another card that turn.

## Ending the Game:

When 4 kings have been played, OR when all the queens have been bought, the game ends immediately.

The player with the most queens at the end of the game wins. In a tie, the player with the most jacks and aces wins.



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## Strategy Notes

Here are a couple of strategies that work well. Please note that when playing with children, it might not be necessary or fun for adults to use these strategies against them.

- Pick a color and stick to it. This will load your hand with cards that add together, rather than subtract.
- Don't buy cards with a value of less than 5, to avoid loading your hand with low-value cards.
- If there are 3 kings on the table, buy 9's instead of face cards unless you know you're in the lead.
- If you have enough points, buy a queen. There is never a reason not to. The game does not last long enough to avoid 0-point cards in your hand.

