



Hand 'n Foot DIRECTIONS

OBJECT: To play 22 cards in 2 stacks of 11 cards each; one called a "Hand", the other called a "Foot". To make *at least 3 groups or more* of 7 cards each, playing the **Hand** first, then the **Foot**, before going out. Players with the highest score after 4 rounds wins.

Playing time: 1-3 hours. Ages 10 to Adult.

CONTENTS: Total Cards 262; Cards 1-12 16 each (192), Lords (20), Lady (10), Villain (10), Jester (20), Joker (10)

PLAYERS: 2-6. Recommended 4 players.

Two and three players play individually. With four players, partners sit opposite each other at the table. With six players, (three on each team), partners sit alternately around the table. With 5 players, (2 teams of 2 each), the 5th player plays rounds 1 and 4 on one team - 2 and 3 on the opposite.

CARD DESCRIPTIONS



"Lady"

A Lady is used two ways:

1. As a discard, which *blocks* the following player from picking up the discard stack.
2. Can be added to a "Clean Group" for 100 bonus points. Also see **GROUPS**.

Caution: If a Lady is in any player's hand when the opponent goes out, she counts 500 points AGAINST the player or team.



"Lord"

The Lord is the highest suit card, counting 20 points. This card plays exactly the same as the suit cards 1 through 12.



"Villain"

The Villain, like the Lady, *blocks* the player from picking up the discard stack.

1. The *only* way a Villain can be played is by discard, NEVER in a Group or Meld.
2. The Villain counts *nothing* (0).



"Wild Cards"

1. One Wild Card may be played with two suit cards to start a Group. A Group of *only* Wild Cards may be made also.
2. There are TWO Wild Cards of DIFFERENT count value. The Joker counts 50 points each. The Jester counts 25 points.
3. Wild Cards are used as a defense card.

(See FREEZING THE DECK)

HOW TO BEGIN

1. The players attempt to pick exactly 22 cards from the shuffled deck. If successful on the first try, add 100 points to the score.
2. If not, each player adjusts their cards to 22, putting 11 cards into TWO piles - one called a "HAND" and the other a "FOOT".
3. Players may look at the *bottom card only* on each pile and select the pile to be played *first*, which then becomes the "Hand". The remaining pile is the "Foot", which will be explained later.
4. Any excess cards drawn must be returned *face-down* on the unused deck. Turn one card *face-up* next to it to begin a DISCARD STACK. The TOP card must be a playable card.

EACH PLAY HAS THREE OPTIONS

1. A draw of two cards from the deck and a play of one card on the DISCARD pile. The act of Discard *ends* that player's turn.
2. Pick up the ENTIRE discard stack IF the top card can be played on the board. (Remember...the discard stack can never be picked up until a MELD has been completed or when topped by a Lady, Villain, Joker or Jester.)
3. If a player has chosen to pick up the discard stack instead of drawing two cards, he then proceeds to play the top card and any others he chooses, then discards.
 - * If the discard stack is *not frozen*, it can be picked up with two Natural Cards (same sequence as the top card) or one card the same and one Wild Card.

MELDS



Melds are combinations of three or more cards of the SAME rank. All Melds must be laid *face-up* from one partner, then both partners proceed to play on that Meld. After the Initial Meld, one or more cards, either of the same suit or Wild Cards, may be added.

* Jokers and Jesters are Wild Cards so may be used with any card group, but there should NEVER be more Wild Cards than Suit Cards (not to exceed 3 to a group).

INITIAL MELD REQUIREMENTS

1. The first round of play requires an initial Meld of at least 50 points; a player may make one or more different Group Melds in the same turn to achieve the minimum count.
2. The face value of the cards is the *only* count used for the initial Meld. In the event a Group (7 cards, same suit) is among the Meld, *do not* count the base count value.
3. Play is open to ALL partners at their turn *after* any one of the team has an initial Meld.
4. The discard stack may be picked up at the time of Meld, but the TOP CARD and ONLY the top card may be counted in the Meld.

FIRST ROUND

PLAY GOES AS FOLLOWS:

1. A team must Meld 50 points to get on the board.
2. Play continues building Groups of 7 cards each. Gaining as many points as possible, drawing two cards and discarding one card (Lady or Villain, if possible).
3. 1st Round ends when one player can ask permission to Go Out. (A player can Go Out only after completing at least 2 "Dirt Groups" and 1 "Clean Group").
4. If permission is granted by their partner, the player may "Go Out" and points are then totaled.
5. If permission is NOT granted, play must continue until permission IS granted and points are then totaled.

SECOND ROUND

PLAY GOES AS FOLLOWS:

1. A team must Meld 90 Points to get on the board.
2. Play continues as explained in 1st Round.

3rd & 4th ROUNDS

PLAY GOES AS FOLLOWS:

1. A team must Meld 120 Points and 150 Points respectively.
2. Play continues as explained above.

GROUPS

1. Seven or more cards is a Group.
2. A Group must be started by an Initial Meld of three or more cards with the addition of other cards later. "Sequences" or "Runs" are NOT VALID.
3. 7 "Natural Cards" (all the same) form a Clean Group, valued at 500 Points.
4. A Wild Card added to a Clean Group reduces it to a Dirty Group, valued at 300 Points.
5. A Group comprised solely of Wild Cards counts 2000 Points.
6. Additional cards may be added to a Group, but will NOT increase the Base Value, only the Count.
7. Any completed Clean Group (including Wild Card Groups) may be capped by a Lady for 100 Extra Points.



CLEAN GROUP

CARD VALUES

Joker	50	Points
Jester	25	Points
Lord	20	Points
7-12	10	Points
1-6	5	Points
Villain	0	Points
Lady	100	Points

When capped on a "Clean Group"



DIRTY GROUP



FREEZING THE DECK

A Wild Card must be placed **SIDEWAYS** on the Discard Stack. That **FREEZES** the stack, and it can only be picked up by a player holding a "Natural Pair" in their hand **MATCHING** the TOP discard.

GETTING INTO THE FOOT

The **Hand** must be played before the **Foot**. There are three ways of getting to the **Foot**:

1. Play **ALL** the cards from the **Hand** and discard, then pick up the **Foot** but do **NOT** play again until your next turn.
2. Play all cards except **ONE** after discard, then pick up the **Foot**. Do **NOT** play until your next turn.
3. Play **ALL** cards from the **Hand** onto the board which leaves **NO** discard, pick up the **Foot** and continue playing, then discard (from the **Foot**).

ASKING PERMISSION

When a player determines they can go out, they must ask their partner, "**May I go out?**" The partner must answer either **YES** or **NO**, and the player is bound by the reply.

GOING OUT

1. A player may **Go Out** only if his team has the **minimum of two Dirty Groups** and **one Clean Group** (excluding a **Wild Card Group**). Failing this requirement, they must keep at least **ONE** card in their hand.
2. A player **Goes Out** when they can play the **LAST** card of the **Foot**, either by discard or by playing on the board. Only the top card may be counted in the meld.
3. A player is **NOT** required to discard when **Going Out**. *If all the cards in the deck are drawn, each team must count the cards in their **Hand** and **Foot** for a **MINUS** score, but count all cards on the board as **Good** or **Plus** cards.*
4. **Then the round is over.**

SCORING

Determine the net score for each Round as follows:

1. Total the **Base Point Value of the Groups**. This is your **Base Score**.

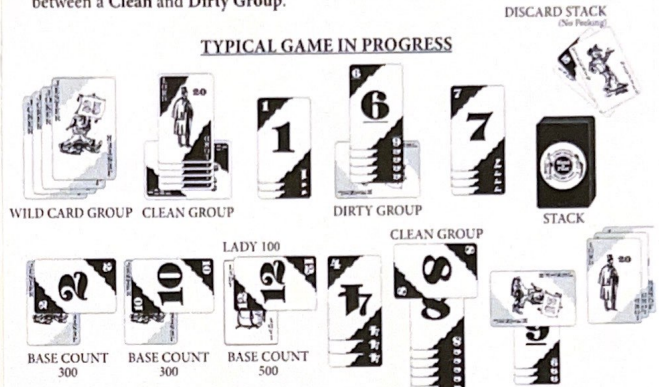
Exact 22 Card Draw (when applicable)	100 Points	Wild Card Group	2000 Points
Clean Group	500 Points	Going Out	100 Points
Dirty Group	300 Points	Lady (when capped on Clean Group)	100 Points

2. Total the point value of the unplayed cards (both teams, including the **Foot**) for subtraction.
3. Total **ALL** cards played on the board at face value.
4. Add: **Total Base Score** and **Total Card Count**.
5. Subtract: **Unplayed Card Points**.
500 Points for **EACH LADY IN HAND OR FOOT** at the end of the Round.

HELPFUL HINTS

- * After selecting the original 22 cards, it is better to choose as your **Hand** any pile that shows a **Lady** or **Wild Card**.
- * **Meld** as soon as possible in order to help your partner.
- * Before making a **Wild Card Group**, remember that you must have 2 **Dirty Groups** to go out.
- * If you **Freeze** the stack, it is frozen to **all** players.
- * **Beware** picking up the discard stack **before** going into the **Foot**.
- * Watch the discard stack for the amount of **Ladies** and **Villains**.
- * When a Group has six cards containing any **Wild Cards**, place a **Wild Card** **crosswise** to signal the need for one more card(s) to complete a **Dirty Group**.
- * When a Group has six "Natural Cards", place a card **crosswise** to signal the need for just one card to complete a **Clean Group**.
- * Place Groups in numerical order on the board for ease in locating.
- * Opponents **may** make Groups of the same rank.
- * Two Groups of the same rank **may** be made by one team.
- * In scoring, it is easier to add the score if cards are counted and stacked in 100-point groups.
- * On **Dirty Groups**, place a **Wild Card** **crosswise** underneath the stack to distinguish between a **Clean** and **Dirty Group**.

TYPICAL GAME IN PROGRESS



BUT MOST OF ALL JUST HAVE FUN!!

Hand 'n Foot™
QUICK START GUIDE

1. **Object**
Object of game here
2. **How to Begin**
How to begin here
3. **Gameplay**
Meld 50 on 1st round, 90, 120, 150 on subsequent rounds.
Make 7 in a group of only clean (no Wild Cards).
Make 7 in a group of dirty (with one or more Wild Cards).
Will need 2 Dirty and 1 Clean to go out.

CARD VALUES	Joker	50	Points
	Jester	25	Points
	Lord	20	Points
	7-12	10	Points
	1-6	5	Points
	Villain	0	Points
	Lady	100	When capped on a "Clean Group" In hand

- SCORING**
Determine the net score for each Round as follows:
1. Total the **Base Point Value of the Groups**. This is your **Base Score**.
Exact 22 Card Draw 100
Clean Group 500
Dirty Group 300
Wild Card Group 2000
Going Out 100
Lady (capped on Clean Group) 100
 2. Total the point value of the unplayed cards (both teams, including the **Foot**) for subtraction.
 3. Total **ALL** cards played on the board at face value.
 4. Add:
Total Base Score
Total Card Count
 5. Subtract:
Unplayed Card Points
500 Points for **EACH LADY IN HAND OR FOOT** at the end of Round.

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Visit our website at:

www.handnfootgame.com

Or contact us at:

HandnFoot

PO Box 1404

Granbury, TX 76049

handnfootgame@yahoo.com

Phone 817-326-5775

