

Mines21

Rules of Play

Description:

Mines21 is a card game for 2-4 players using one or two standard 52-card decks. In general, the values of cards are based upon the game of Twenty-One or Blackjack. Aces are 1's or 11's, numbered cards are face value, and royalty (jack, queen, king) are all 10.

Goal:

The goal is to win as many "Mines" during a round in order to gain points. In order to win a game, rounds are played until a single player reaches at least 250 points (See Scoring below). In the case of a tie, the player receiving the highest number of points in the last round wins. In the unlikely event this is also a tie, additional rounds are continued until the tie is broken.

Basic Round Play:

One standard 52-card deck is shuffled (Two decks for 3 or 4 players) and 5 cards are dealt to each player. The dealer starts play in each round, and dealers rotate each round (clockwise if more than 2 players). The first dealer in a game may be determined by any random means (e.g. each player draws a single card and the highest card starts the first deal). Each player is given a turn (clockwise if more than 2 players). A round is completed when each player has had 1 additional turn after the last card is drawn. This means in a 2-player game, if player 1 draws the last card then player 1 finishes his/her turn, player 2 takes a turn, and then player 1 takes the last turn.

Turns:

The first action each player performs in a turn is to draw a card. If there are no cards to draw, this is the last turn for the player. After drawing a card, a player may then play any card from their hand on an existing mine, play any card from their hand to start a new mine (See Mines below), discarding, or passing. Any of these actions ends the player's turn.

Mines:

There are a maximum of 4 mines available for play. These mines are placed between the players so each player has easy access. As each card is played on a mine, place it lower than the previous so all cards in the mine may be seen. Each mine must be started with a suit different than any other mine in play. In later turns a mine may change playing suit, but it still uses the first suit played to determine which new mines may be started. In order to win a mine, a player must play a card on the mine that makes the value of the mine, based upon Twenty-One or Blackjack values, equal to or greater than 21. As soon as the winning card is played, the mine is gathered and put beside the player for end-of-round scoring. This will open up the slot for a new mine to be started in later turns.

Playable Cards:

The following rules apply to playing cards on an existing mine and apply to the previous card played on the mine.

- 1) Any card of the same suit may be played.
- 2) Any card of the same type may be played. This means the same number or the same royalty. (e.g. 3 of clubs may be played on a 3 of hearts, or a Jack of spades may be played on a Jack of Diamonds.)
- 3) Aces are special since they may count for 1 or 11. This value is determined when a player plays the card. The players may want to change the orientation of the Ace in order to remember its value. This may mean flipping the card upside down (if up is distinguishable) or flipping the card

sideways to indicate 11. This value may not change after it has been played. The value of the card does not affect its type. An Ace of value 1 may be played on an Ace of value 11 per the “type” rule above.

Rule number 2 may potentially change the suit of a mine, but this new suit does not count towards starting one of the 4 possible mines. Always use the first card played in a mine when determining which suit may start a new mine.

Scoring:

Round points are scored at the end of the round. Points may be gained from mines won, and additional points may be scored for the cards within a mine so make sure to keep each mine separate from each other to make it easier to score at the end of a round. 5 points are always awarded for winning a mine. The following additional points may be awarded.

- 1) Each mine with 3 of the same type of card (See Playable Cards above for type description) – additional 5 points
- 2) Each mine with 4 of the same type of card (not including Aces) – additional 10 points
- 3) Each mine with 1 of each suit – additional 15 points
- 4) Each mine with 4 Aces – additional 20 points
- 5) Each mine with 5 of the same type of card – additional 20 points

When scoring a mine, only the highest additional point score may be added. As an example, in a 2-player game, when a mine has 4 of the same type of card, per scoring #2 above, it will always have 1 of each suit causing scoring #3. Therefore, 15 additional points are awarded for scoring #3 but not the additional 10 points for scoring #2.

Special 3 or 4-player scoring:

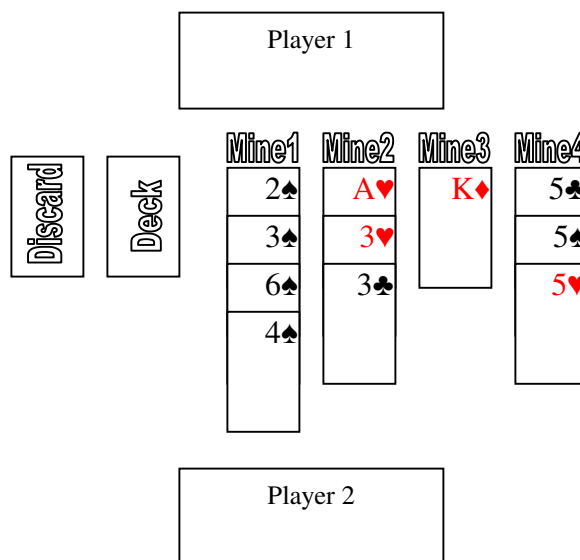
In a 3 or 4-player game, scoring #3 may be added as a bonus on top of other scoring. As an example, in a 3-player game, when a mine is won with a 3, 4, and 6 of hearts plus a 3 of diamonds, clubs, and spades (totaling 22) then 20 additional points are won, 5 for scoring #1 and 15 for scoring #3.

It is also possible to lose points from a round’s total. For each card still remaining in a player’s hand at the end of the round, remove 5 points from the player’s total.

Basic 2-Player Example:

In this example, there are four started mines.

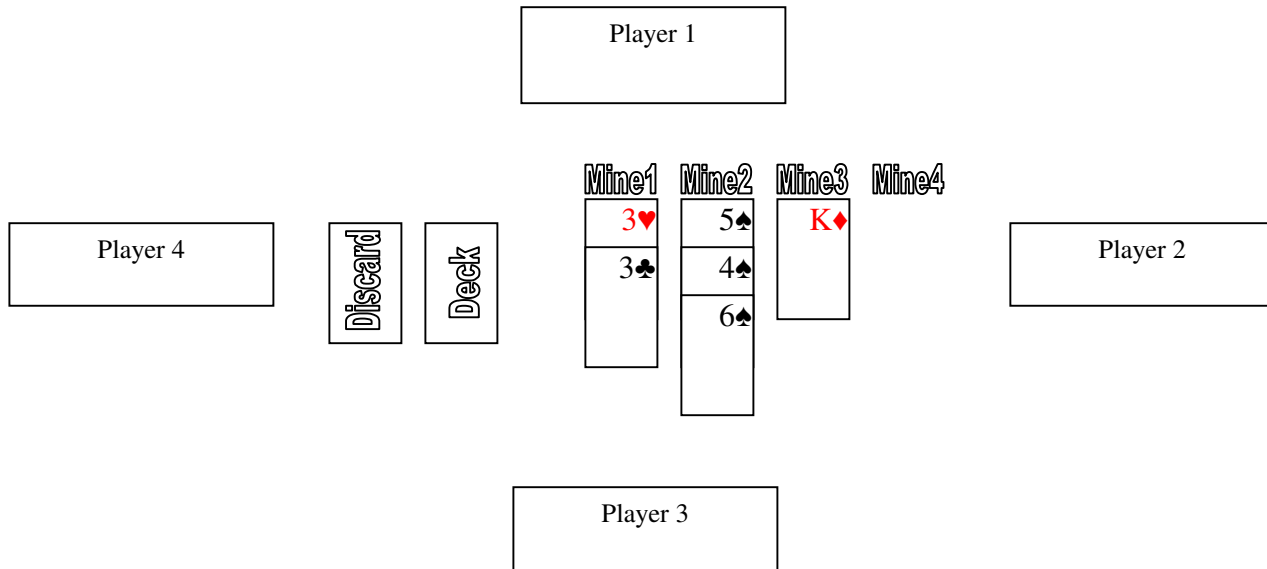
- 1) A 4 of any suit or any spade may be played on Mine1.
- 2) A 3 of any suit or any club may be played on Mine2. In addition, if the Ace in Mine2 was declared as an 11, then the total for Mine2 is 17, so any playable card of value 4 or higher will take the Mine.
- 3) A King of any suit or a diamond may be played on Mine3.
- 4) A 5 of any suit or a heart may be played on Mine4.



Basic 3 or 4-Player Example:

In this example, only 3 mines have been started.

- 1) A 3 of any suit or a club may be played on Mine1.
- 2) A 6 of any suit or a spade may be played on Mine2.
- 3) A King of any suit or a diamond may be played on Mine3.
- 4) Only a club may be played on Mine4. Even though Mine1 is currently a club, the start of the Mines only take the first card played in the Mine suit. This leaves only a club since Mine1 is a heart, Mine2 is a spade, and Mine3 is a diamond.



Optional Rules and Scoring:

Jokers may be added to the game for additional fun. 2 Jokers may be added for each deck played (2 for a 2-player game or 4 for a 3 or 4-player game). A Joker may be played at the same time other cards are played, but they are played against other players. Each Joker destroy a single mine. This may be a mine still in play or a mine some player has already completed. Either way, the mine's cards are sent to the discard and may no longer be played or counted for points. As an incentive to play a Joker quickly, each Joker left in a player's hand at the end of a round subtracts 20 points instead of 5 points.

*******Licensing*******

This game may be played freely and these instructions distributed freely for personal use only. You may not charge for distributing these rules in any form, print or digital. You may not charge for using these rules in any format, print or digital. As an example, you may not make a computer game out of these rules and charge for it. You may, however, create a game with these rules as freeware and/or open source as long as these official rules are included with the game in some format (preferably this original document) and obvious credit is given to DestinyForge for these rules. You may never claim credit for creating these rules. You may not distribute changes to these rules **without prior consent** from DestinyForge. You may not distribute these rules in any compilation format **without prior consent** from DestinyForge, even if freeware or open source. Compilation includes, but is not limited to, CD game collections, multi-games in digital zipped format, printed multi-card game rules, magazines, newspapers, etc.

© 2004 DestinyForge.com

