

how to play "KNOCK"

www.thirtyhandmadedays.com

2-6 players

Regular decks of cards

(1) 52 card deck for two players,

(2) decks for three or four people

After that it doesn't matter, as long as you have enough cards to play with.

This game has 11 rounds. The first dealer is chosen at random and the turn to deal passes to the left after each round.

In the first round 3 cards are dealt to each player, in the second round four cards are dealt and so on until the last round (Kings) in which 13 cards each are dealt.

The rest of the cards are placed face down on the table to form a pile. The top card of the stock is being flipped face up and put beside the stock pile to start the discard pile.

OBJECT OF THE GAME

The object of the game is to form all the cards in your hand into sets. There are two types of sets:

---**a set or group of three or more cards of a kind**

such as 5-5-5.

When playing with more than one deck it is possible for a set to contain identical cards. For example: 9-9-9.

----**a run or sequence of three or more cards in the same suit**

For example: 4-5-6

Note: Sets can contain more than three cards - for example: four 7's or 8-9-10-J-Q of a suit.

BUT, you can't count the same card as part of more than one combination.

For example 5-6-7-6-6 is either a set of sixes with a 5 and 7 of  left over, or a run of  with two sixes left over.

Aces are low in this game, so A-2-3 is a valid sequence but Q-K-A isn't.

WILD CARDS

In each round there is a wild card. It is the card equal to the number of cards dealt. Wild cards can be used in place of any other card in making a group or sequence. You can even make a set that consists of only wild cards if you wish.

Round 1 Threes are wild	Round 6 Eights are wild.
Round 2 Fours are wild	Round 7 Nines are wild.
Round 3 Fives are wild	Round 8 Tens are wild.
Round 4 Sixes are wild	Round 9 Jacks are wild.
Round 5 Sevens are wild	Round 10 Queens are wild.
	Round 11 Kings are wild..

HOW TO PLAY

The player to dealer's left begins, and players take turns clockwise around the table.

A turn consists of drawing one card - either the top card of the face down stock or the top card of the discard pile - and then discarding one card face up on top of the discard pile.

**Only the top card of the discard pile can be taken

HOW TO "GO OUT"

You can go out at your turn to play if, after drawing the top card of the stock or the top discard, you are able to arrange all the cards in your hand except one into separate sets, and then discard a card.

In this case, when discarding you KNOCK (yes, literally knock). Each of the other players is allowed one more turn. When the turn to play comes back to you the round is over and the scores are calculated.

HOW TO SCORE

At the end of the round, each player arranges as much as possible of their hand into sets and runs. Any cards that are not included in a set or run are counted as penalty points against the holder.

Ace= 1pt	Six= 6pts
Two= 2pts	Seven= 7pts
Three= 3pts	Eight= 8pts
Four= 4pts	Nine= 9pts
Five= 5pts	Ten = 10pts

The scores are accumulated from round to round, and whoever has the lowest score at the end of the eleventh round is the winner.

KNOCK

score sheet

ROUND	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5	PLAYER 6
3						
4						
5						
6						
7						
8						
9						
10						
J						
Q						
K						
TOTAL						