

# Classic Card Games Cheat Sheet

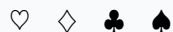
Rules, Goals, Winning Conditions, and Beginner Strategy

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## 1. Standard Deck Basics

Most classic card games use a standard 52-card deck.

### Suits:



### Ranks:

A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2

Some games treat Ace as high. Some games treat Ace as low. Some games allow Ace to be both.

## 2. Blackjack

**Goal:** Get closer to 21 than the dealer without going over.

### Card values:

- Number cards = face value
- J, Q, K = 10
- Ace = 1 or 11

### Actions:

- **Hit:** Take another card
- **Stand:** Keep your hand
- **Double:** Double bet, take one card
- **Split:** Separate a pair into two hands

**Beginner rule:** Stand on strong totals. Be careful hitting when you can bust.

## 3. Rummy

**Goal:** Build sets and runs.

### Set:

7♥, 7♣, 7♠

### Run:

5♦, 6♦, 7♦

### Basic flow:

1. Draw one card.
2. Build sets or runs.
3. Discard one card.
4. Try to empty your hand.

**Tip:** Keep cards that can connect in multiple ways.

## 4. Gin Rummy

**Goal:** Make sets/runs and reduce deadwood.

**Deadwood:** Cards not part of a set or run.

**Knock:** End the round when your deadwood is low enough.

**Gin:** All cards are in valid sets/runs.

### Beginner strategy:

- Build around connected cards.
- Watch what opponent discards.
- Avoid discarding cards opponent may need.
- Reduce high deadwood cards early.

## 5. Solitaire

**Goal:** Move all cards to foundation piles by suit.

### Foundation order:

A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K

**Tableau rule:** Build downward using alternating colors.

Example:

9♥ → 8♣ → 7♦

### Beginner strategy:

- Reveal hidden cards first.
- Empty columns are powerful.
- Move Kings into empty columns.
- Do not move cards to foundation too early if they block moves.

## 6. Hearts

**Goal:** Avoid points.

### Points:

- Each heart = 1 point
- Queen of Spades = 13 points

Lowest score wins.

**Special idea:** Shooting the moon means taking all hearts and the Queen of Spades.

### Beginner strategy:

- Avoid taking tricks with hearts.
- Be careful with high spades.
- Track whether Queen of Spades is still out.
- Dump dangerous high cards when safe.

## 7. Spades

**Goal:** Bid how many tricks your team will win. Spades are always trump.

**Trick:** Each player plays one card. Highest card of led suit wins unless a spade is played.

**Trump:** A spade beats non-spade suits.

**Beginner strategy:**

- Count high cards.
- Count your spades.
- Do not overbid.
- Save high spades for important tricks.
- Help your partner make their bid.

## 9. Crazy Eights

**Goal:** Be first to get rid of all cards.

**Play rule:** Match the top card by rank or suit.

Example: If top card is:

9♥

You can play any 9 or any heart.

**Eights are wild.**

When you play an 8, choose the next suit.

**Beginner strategy:**

- Save 8s for emergency.
- Change suit when opponent is weak.
- Get rid of high cards early.

## 11. War

**Goal:** Win all cards.

Each player flips one card.

Higher card wins both cards.

If cards tie, it is war.

**War:**

- Players place cards face down.
- Then flip a new card.
- Higher card wins the pile.

**Note:** War is mostly luck, not strategy.

## 8. Bridge

**Goal:** Bid and win the promised number of tricks with your partner.

**Partnership game:** North-South vs East-West.

**Main phases:**

1. Bidding
2. Play of the hand
3. Scoring

**Important ideas:**

- Communication happens through bidding.
- Trump suit may be chosen.
- Declarer plays one hand and dummy's hand.
- Defense tries to stop contract.

**Beginner warning:** Bridge is deep. Learn basic bidding slowly.

## 10. Go Fish

**Goal:** Collect the most books.

**Book:** Four cards of same rank.

Example:

Q♥, Q♦, Q♣, Q♠

**Basic flow:**

1. Ask another player for a rank.
2. If they have it, they give it to you.
3. If not, they say "Go Fish."
4. Draw from the deck.

**Tip:** Remember what ranks people ask for.

## 12. Euchre

**Goal:** Win tricks with your partner.

Usually played with 24 cards:

9, 10, J, Q, K, A

**Trump suit:** Strongest suit for the hand.

**Bowers:**

- Right Bower = Jack of trump suit
- Left Bower = Jack of same color suit

**Beginner strategy:**

- Trump cards are powerful.
- Jacks can be strongest cards.
- Count trump cards played.
- Work with your partner.

### 13. Cribbage

**Goal:** Score points and reach 121 first.

**Scoring examples:**

- Pair = 2 points
- Fifteen = 2 points
- Run of 3 = 3 points
- Run of 4 = 4 points
- Flush = usually 4 or 5 points

**Crib:** Extra hand scored by dealer.

**Beginner strategy:**

- Look for 15s.
- Keep connected cards.
- Avoid giving dealer strong crib cards.

### 14. Trick-Taking Basics

Many games use tricks.

A trick means each player plays one card.

Usually:

- First card sets the lead suit.
- Players must follow suit if possible.
- Highest card of lead suit wins.
- Trump suit can beat other suits.

Games using tricks include:

- Spades
- Hearts
- Bridge
- Euchre
- Whist

### 15. Beginner Card Game Strategy

- Learn the goal first.
- Learn whether high cards or low cards are good.
- Watch cards already played.
- Save powerful cards for important moments.
- Do not waste wild cards too early.
- In partner games, think about your teammate.
- In trick games, count suits.
- In draw games, keep flexible combinations.

### 16. Common Beginner Mistakes

- Not knowing the win condition.
- Forgetting whether Ace is high or low.
- Ignoring trump suit.
- Wasting wild cards early.
- Not watching opponent discards.
- Keeping too many unrelated cards.
- Forgetting partner strategy.
- Playing too fast without counting.
- Not reading special rules before starting.

### 17. Quick Glossary

Term	Meaning
<b>Suit</b>	Hearts, diamonds, clubs, spades
<b>Rank</b>	Card value, like A, K, Q, 10
<b>Trick</b>	One round of played cards
<b>Trump</b>	Suit that beats other suits
<b>Discard</b>	Remove a card from hand
<b>Draw</b>	Take a card from deck
<b>Meld</b>	Set or run in Rummy games
<b>Set</b>	Same rank cards
<b>Run</b>	Cards in sequence
<b>Wild</b>	Card that can represent another card

### Final Rule

Most card games become easier when you first ask: **What is the goal, what cards are powerful, and what information is visible?**

### Best Beginner Advice

Do not memorize every game at once. Learn one game family: trick-taking, draw, matching, or scoring games.