

For adults
2 to 5 players

ROYAL Hearts™

CARD
GAME



CONTENTS: DECK OF 56 CARDS

Welcome to Royal Hearts. Your game includes a standard deck of 52 cards as well as 4 special Queen cards. You can play the classic game of Hearts with this deck or, add a unique twist by substituting the special Queens for the standard Queens.



THE FOLLOWING RULES ARE FOR 4 PLAYERS.

Rule variations for 3 or 5 players, as well as for 2 players, can be found on the reverse side.

Let's begin by assessing your familiarity with the game of Hearts.

- If you are very familiar with Hearts: first read the box "What version of Hearts are we playing?" and then read the rules for "Royal Hearts."
- If you are familiar with trick-taking games but are not a Hearts player: read all the rules that aren't in boxes.
- If you are not familiar with trick-taking games or Hearts: first read the box "What is a trick-taking game?" and then read all other non-boxed rules.

What version of Hearts are we playing?

There are many variations to Hearts, each with their subtle differences. Just so everyone is playing the same game, here are the rules to use in this version. Some may be familiar and some may be new.

- Playing the Queen of spades **does** break hearts.
- You can play a penalty card (a heart or the Queen of spades) on the first trick.
- There is no "Hold" hand. Passing goes: Left, Across, Right. Repeat.

CLASSIC HEARTS: THE RULES

Preparation

Make sure the four Queens in the game are not the special Royal Hearts Queens but are the standard classic Hearts Queens (the standard Queens look like regular playing cards). One player should be the scorekeeper and needs a pencil and paper. The scorekeeper should write down everyone's name on a score sheet and put a 0 underneath each name.

Pam	Rachel	Andrea	Julie
0	0	0	0

Choose a dealer. The dealer shuffles the cards and deals them all out, so each player has a hand of 13 cards. Players do not show their cards to other players.

Object

To be the person with the lowest number of points when one (or more) player's score exceeds 100 points. This will take several hands, probably 10 or so. In this game, points are bad. You want the lowest score.

Overview

Before each hand is played, players will pass three cards to another player and receive three cards from another player.

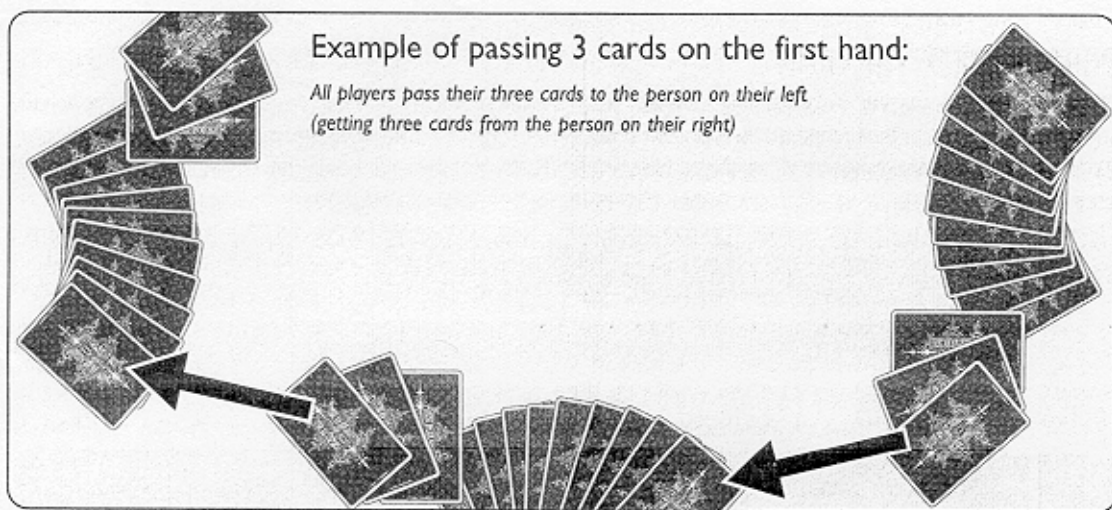
Each hand consists of 13 tricks. (If that doesn't make any sense, please read the box titled "What is a trick-taking game?") At the end of the hand, players are penalized 1 point for every heart they take and 13 points for taking the Queen of spades. But be careful: if a player manages to take all the hearts and the Queen of spades, she has "shot the moon" and actually penalizes the other players! **See Shooting the Moon, on reverse side.**

After players have scored, the cards are reshuffled and a new hand is dealt. Play continues until one or more players reach 100 (or more) points, at which time the person with the fewest points is the winner. Remember: You only score at the end of a hand -- never during one.

QUICK TIP: Since taking hearts is bad and taking the Queen of spades is bad, holding high hearts and high spades in your hand can be a problem.

Part I: Passing 3 Cards

After receiving your cards, but before playing any tricks, choose three cards in your hand to give to another player. Take these cards and place them face-down in front of you. All players do the same. After all players have selected their three cards, the cards are passed to another player, using the following system:



- On the first hand, all players pass their three cards to the person on their left (getting three cards from the person on their right).
- On the second hand, all players pass their three cards across the table (getting three cards from the person across the table).
- On the third hand, all players pass their three cards to the person on their right (getting three cards from the person on their left).

This pattern repeats (Left, Across, Right) throughout the game. The scorekeeper may want to make a little L, A, R on the score sheet to keep track of the passing sequence.

Note: You cannot look at the cards you are receiving before you pass. Everyone selects their cards at once and passes them at the same time.

QUICK TIP: *Passing cards is almost as important as playing them. If you are new to Hearts it's best to pass your high hearts and spades. As you get more experience, you'll develop more subtle strategies such as dumping all cards in one suit (so you only have three suits), passing a low heart to stop someone from "shooting the moon" or even passing your low cards so that you can try to shoot the moon yourself!*

Part II: Playing 13 Tricks

After everyone has passed their three cards, the actual play begins. Whoever has the 2♣ must lead with that card as the first card of the first trick (this card is marked in the deck to remind the player who holds it). Play proceeds clockwise (resist the urge to play counter-clockwise after the pass to the right – everyone makes that mistake). Whoever wins the trick plays the first card of the next trick. There is no trump suit in Hearts – the suit led always wins the trick. Aces are high cards in Hearts.

There are only a few restrictions to what cards you can play. You can only lead with a heart providing one of the following has happened:

- A heart has been played (in a trick when someone couldn't follow the lead suit);
- The Queen of spades has been played;
- You have a hand of all hearts and you have the lead.

Basically, you can lead hearts if someone has "taken a point" or if you have no other choice. Hearts are said to have been "broken" once a point card has been played. You can lead the Queen♠ before hearts have been broken.

What is a trick-taking game?

A trick-taking game is one of the most common in card playing. Bridge, Spades, Whist, Euchre, Rook, and Pitch are all examples of trick-taking games.

Each player receives a hand of cards and arranges them by suit. (In some games there is a trump suit, but not in Classic Hearts.) One player will "lead a card" by playing it into the center of the table. The player to her left will then play a card. The person to the left must follow suit, if able (she must play a card that matches the suit of the lead card). If not, she may play any suit (called "sloughing off"). Each player, in order, continues to play a card, following suit if able, until all players have played a card. The person who played the highest card **of the suit led** has

"won the trick" (cards that didn't follow suit can never win the trick, no matter what their number).

This person takes the cards played in that trick, turns them over, and places them in front of her on the table (not back into her hand).

The winner of the trick then leads the card for the next trick. This is important as sometimes you'd like the lead and sometimes you do not.

Play continues in this way until all cards have been played. In Hearts, there will be 13 tricks, since all players will have 13 cards.

At the end of the hand (after all cards are played), players look at the cards they "took." Some of these will penalize the player who took them by adding points to her score.

Example: Pam leads with the 8♣. Rachel, to the left of Pam, has clubs so she must play one. She plays the 3♣. Andrea has no clubs and can play any card. She plays the King♥. Julie has only one club, the Queen♣, and must play it.

Julie played the highest club, the Queen, and wins the trick. Even though the King♥ is higher in rank, clubs was the suit that was led (played by the first player), so only a club can win that trick.

Julie takes the four played cards, turns them over and places them in front of her (not in her hand). Since she won the trick, she plays the first card of the next trick.

QUICK TIP: If you don't have a spade higher than the Jack, lead spades early on. This may flush out the Queen, who doesn't have enough "protection." Or lead clubs or diamonds if you only have one or two in that suit. This will let you clear your hand of that suit, which lets you slough off a card if that suit is led again later.

Part III: Scoring and Red dealing

After all 13 tricks have been played, players add up the value of the cards they "took" during that hand (cards taken by winning the trick). Each heart is worth 1 point and the Queen of spades is worth 13 points (she's as bad as taking all the hearts!). The scorekeeper adds everyone's score to the score sheet (the total number of points is always 26). As long as no one has reached 100, the game continues. Have someone reshuffle and deal a new hand (it doesn't matter who deals in Hearts since the 2♠ always leads the first trick).

Shooting the Moon - The Big Twist to Hearts

There is a great feature to Hearts called shooting the moon. This affects all elements of the game, from passing to cardplay. Here's how it works: if you can get all 26 penalty points - the Queen♠ and every heart - then you have shot the moon. What does this mean? Instead of being penalized 26 points, you are rewarded 26 points! You now have a choice:

- You can subtract 26 from your score sheet score. (You can never go below 0 but you can pick this option to subtract down to 0.)

OR

- You can choose to have all other players add 26 to their scores.

Remember that taking 25 points adds 25 to your score. You must take all 26 points to shoot the moon.

QUICK TIP: Always be aware if someone has taken all the points in a hand - she could be shooting. It is worth holding a high card or two until more than one player has taken some points. You may even want to take some points yourself - it is better to take 4 points than 26. Also, when passing cards, you don't want to give someone three really high cards (like three aces or the Queen♥, King♥ and Ace♥) as that might make it too easy for her to shoot.

Ending the Game

The game is over when, at the end of the hand, one or more players have taken enough points to reach 100 or more. The person with the fewest points is the winner. If two or more players are tied with matching low scores, then the game is a tie among those players. Remember: You only score points at the end of a hand - never during.

ROYAL HEARTS: THE RULES

Royal Hearts is a new version of classic Hearts that uses four special Queens. Unless mentioned here, Royal Hearts uses the same rules as classic Hearts, explained above.

Preparation

Remove the four standard Queens from the deck and replace them with the Royal Hearts Queens. These look different than the standard Queens and have special names as well.

Dealing, starting score, passing, and play are all the same as in classic Hearts. It is only in scoring where Royal Hearts is different. Each Queen has a different penalty or bonus, if taken.

Queen of spades: "Most Evil" - The Queen of spades is worth 26 points in Royal Hearts (instead of 13). Instead of being evil, she is "most evil".

Queen of clubs: "Most Kind" - This Queen cancels the penalty of the Queen of spades. If you take both the Queen of spades AND the Queen of clubs, then the Queen of spades is worth 0. The Queen of clubs by herself gives no bonus or penalty.

Queen of hearts: "Broken Hearted" - Whoever has the Queen of hearts (and only that person) doubles the penalty points of all hearts she took. That is, each heart taken is worth 2, not 1, including the broken-hearted Queen herself.

Queen of diamonds: "Best Friend" - The Queen of diamonds is worth -10 points, allowing a player to subtract 10 points from her total score sheet score. However, no player may go below 0 on the score sheet.

Shooting the Moon

In order to shoot the moon in Royal Hearts, you must accomplish the same goal - take the Queen♠ and all the hearts. However, the other two Queens and the new values of the Queen♠ and the Queen♥ can cause shooting the moon to be worth different values.

If you shoot the moon, add up the value of all the points for which you would normally be penalized. Include the effects of the Queen♠ and the Queen♦. This number is the amount you can subtract from your score OR add to your opponents' scores. Remember that you cannot go below 0.

IF YOU TAKE	THEN YOUR REWARD IS
Queen♠ & all hearts	52
Queen♠ & all hearts & Queen♦	42
Queen♠ & all hearts & Queen♠	26
Queen♠ & all hearts & Queen♦ & Queen♠	16

If you shoot the moon and another player takes the Queen♦, then that player still gets the -10 point bonus off her score.

RULES FOR 3 OR 5 PLAYERS

3 players

Remove the 2♦ from the deck, leaving 51 cards. Deal each player 17 cards. There are 17 tricks in a hand. During the pass, players pass 4 cards instead of 3. Everything else remains the same.

5 players

Remove the 2♦ and the 2♠ from the deck, leaving 50 cards. Deal each player 10 cards. There are 10 tricks in a hand. During the pass, players pass 2 cards instead of 3. Everything else remains the same.

RULES FOR 2 PLAYERS

Leave all the cards in the deck and deal them all out, facedown, into four hands (just like you would in the four-player game). Each player takes two hands of cards and selects one of them without looking at the other one. You then trade three cards (like the regular "across" pass) and play a normal hand of 13 tricks. On the first trick, both players play their lowest club. If a player does not have a club, she may play any card. Do not score yet.

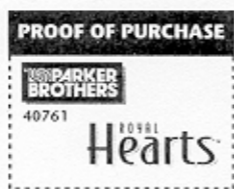
After the first hand is played, players take their second hand, trade 3 cards again, and play another 13 tricks. In this second hand, hearts cannot be led until a heart has been played again in this hand. In other words, breaking hearts in the first hand does not carry over into the second.

After both hands have been played, players score for all the tricks they took in both hands. In order to shoot the moon, you must take all the points in both hands, not just one.

OTHER VARIATIONS

Feel free to put in only one, two, or three of the Royal Hearts Queens and play that way. The strategy can vary wildly, depending on which special Queens are in the deck.

We will be happy to hear your questions or comments about this game. Write to Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, P.O. Box 257, Station A, Longueuil, Quebec J4H 3X6.



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