Building Bridges

Required: 1 standard deck of cards, jokers included.

Plays 2-4

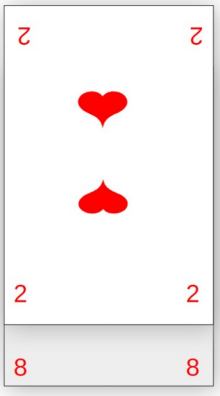
How to play

Shuffle and deal 7 cards to all players. Place remaining cards in center of table, within reach of all players. Each player will draw one face-down card. Players should keep this card hidden until everyone has drawn.

Face down cards will be revealed at the same time. These become the first card in the 'bridge' stack. Face cards are only allowed in this first draw of the first bridge. Joker cards should be immediately shuffled back into the deck and a fresh card drawn and revealed.

Play will continue clockwise from the player who drew the highest value card. Aces are considered superior to kings and thus, represent penultimate value.

Starting from the player with the highest card and moving clockwise, players place any card from their hand on any bridge, leaving the card below revealed. They must match either the value or the color of the card they play on. *Example: The 8 of hearts can be played on the 8 of spades or on any diamond or heart. See the image for how cards should be stacked.*



Construction of the bridge is immediately stopped when any face, Ace or Joker is played. These cards also have additional affects that affect both the player who plays them, and whoever's bridge they are played on (in the event one is played on your own bridge, the affect only triggers once.)

Jacks: Draw three cards

Queens: Draw five cards. Draw and flip one additional card from the deck and play that as the first card of your new bridge (reshuffle any face cards).

Kings: Draw seven cards. Skip your next turn.

Aces: Shuffle hand back into draw pile. Draw back up to 7.

Jokers will affect all players when played on any player. All players stop construction on their current bridge and must shuffle their current hands back into the draw pile before drawing back up to 7.

A player can also choose to start a new bridge in front of them at any time, or if they cannot play on any other card.

Ending the Game

The end of game is triggered if any of two conditions occur:

1. A player empties their hand; **OR**
2. The draw deck is depleted.

At end of game, all remaining cards are placed face down in front of their corresponding player. The player with the longest continuous bridge (no face cards) wins. In the event of the tie, whoever has the longest continuous bridge and has the most remaining face-down cards is the winner.

