

Hearts: the rules

4 players, each on their own · 52 cards · lowest score wins · free to print from onlinecardgames.app

Goal

- Avoid taking hearts and the queen of spades. Each heart you win costs 1 point, the queen of spades (Q♠) costs 13.
- The game ends when someone reaches 100 points. The lowest score wins.

The pass

- Everyone gets 13 cards and passes 3 of them: to the left in hand 1, to the right in hand 2, across in hand 3, no pass in hand 4. Then it repeats.

The play

- The player with the 2♣ leads it to the first trick. Follow suit if you can; if you can't, play any card. The highest card of the suit led wins the trick and leads next. There is no trump.
- On the first trick you may not play a heart or the Q♠, unless you have nothing else.
- Hearts can't be led until a heart or the Q♠ has been played on an earlier trick (hearts are broken), unless you only hold hearts. The Q♠ can be led any time.

Shooting the moon

- If one player takes all 13 hearts and the Q♠, they score 0 and every other player gets 26 points.

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