

# DEVIL'S SCAT

2-6  
PLAYERS

25ish  
MINUTES

## COMPONENTS

45 GAME CARDS, 5 FAVORED SUIT CARDS,  
2 REFERENCE CARDS, AND THESE RULES.

## HOW TO WIN

HAVE ENOUGH TOTAL POINTS & WIN THE ROUND.

## PREP THE GAME

1. PICK A SCOREKEEPER. GIVE THEM **PEN & PAPER**.
2. SPLIT **CARDS** INTO DECKS BY THEIR BACKS.
3. PUT **REFERENCE CARDS** OUT FOR ALL TO SEE.
4. CHOOSE WHO WILL **DEAL** FIRST.

## SET UP THE ROUND

1. SHUFFLE **GAME CARDS**. DEAL A HAND OF 3 CARDS TO EACH PLAYER. PLACE THE REMAINING DECK FACE-DOWN IN THE MIDDLE OF THE TABLE.
2. DRAW THE TOP CARD. LAY IT FACE-UP NEXT TO THE DECK TO START THE DISCARD PILE.
3. SHUFFLE **FAVORED SUIT CARDS**. FLIP THE TOP CARD AND LEAVE IT ON TOP OF ITS DECK.

TAKE TURNS STARTING WITH THE PLAYER ON THE DEALER'S LEFT.

## MAKE THE BEST HAND YOU CAN

ACES ARE WORTH 11, FACE CARDS ARE 10, AND ALL OTHER CARDS ARE THEIR NUMBER.

YOUR HAND IS GENERALLY WORTH ITS HIGHEST TOTAL OF CARDS IN THE SAME SUIT. FOR EXAMPLE: A **10**, **QUEEN**, AND **KING** IN THE SAME SUIT IS **30**.

## SPECIAL HAND COMBOS

SOME COMBINATIONS HAVE SPECIAL WORTH:



**3 SUITED NUMBERS IN A ROW IS WORTH 29½**

➤ PSST! NUMBERS, NOT FACE CARDS! ⚡



**3 OF A KIND IS WORTH 30½**



**THE DEVIL'S SCAT (3 6'S) IS WORTH 30½**

## HUNTING THE FAVORED SUIT

ANY HAND SCORING AT LEAST 1 POINT THAT ALSO HAS AT LEAST 1 CARD MATCHING THE ROUND'S **FAVORED SUIT** WILL SCORE A BONUS POINT.

## ON YOUR TURN

EITHER **IMPROVE YOUR HAND** OR **KNOCK**.

- **IMPROVE YOUR HAND:** DRAW A CARD FROM THE TOP OF THE DECK OR DISCARD PILE, THEN DISCARD A CARD TO THE DISCARD PILE. IF YOU TAKE FROM THE DISCARD PILE, YOU CAN'T DISCARD THE CARD YOU JUST TOOK.
- **KNOCK:** KNOCK ON THE TABLE IF YOU THINK YOUR HAND IS THE BEST ONE OUT THERE.

## ONCE SOMEONE KNOCKS

ALL OTHER PLAYERS GET ONE LAST TURN TO IMPROVE THEIR HAND BEFORE THE ROUND ENDS.

## GETTIN' SCAT

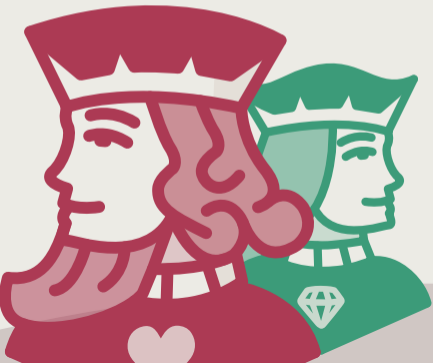
IF YOUR HAND IS EVER WORTH 31 (**SCAT**) OR IS 3 6'S (**THE DEVIL'S SCAT**), REVEAL IT TO INSTANTLY END AND WIN THE ROUND.

## WINNING THE ROUND

IF SOMEONE GOT A SCAT, THEY WIN THE ROUND.

IF NOT, A HAND CAN STILL WIN THE ROUND IF IT BEATS ALL OTHERS WITHOUT TYING. (NOT ALL ROUNDS WILL HAVE A WINNER.)

YOU **MUST** WIN THE ROUND TO WIN THE GAME.



## SCORING THE ROUND

ALL PLAYERS CAN SCORE EVERY ROUND. SCORE POINTS PER ITEM YOUR HAND HITS IN THIS LIST:

- +1 POINT IF YOUR HAND WON THE ROUND.
- +1 POINT IF YOUR HAND IS WORTH 29 OR MORE.
- +1 POINT IF YOUR HAND IS WORTH A FULL 31.
- +1 POINT IF YOUR HAND SCORED SOMETHING THIS ROUND AND CONTAINS AT LEAST 1 CARD MATCHING THE ROUND'S FAVORED SUIT.

BUT ALSO:

- 1 POINT IF YOU KNOCKED AND SOMEONE ELSE WON THE ROUND. (YOU LOSE NOTHING IF NO ONE WON THIS ROUND.)

**NOTE:** YOUR TOTAL SCORE CAN'T GO BELOW 0.

## WINNING THE GAME

IF SOMEONE WON THE ROUND AND THEY'VE SCORED ENOUGH TOTAL POINTS, THEY WIN!

THE POINTS YOU NEED TO WIN DEPENDS ON HOW MANY PEOPLE ARE PLAYING:

- 2 PLAYERS: 15 POINTS
- 3 PLAYERS: 12 POINTS
- 4 PLAYERS: 10 POINTS
- 5 PLAYERS: 9 POINTS
- 6 PLAYERS: 8 POINTS

IF NO ONE'S WON, DEALER PASSES TO THE LEFT. SHUFFLE UP AND DEAL A NEW ROUND.



## VARIANTS

### BOOT A SUIT

FOR 2-3 PLAYER GAMES, REMOVE A SUIT (ITS GAME CARDS AND FAVORED SUIT CARD).

### USE CLASSIC SCORING

PLAYERS START WITH 3 "LIVES." INSTEAD OF KNOCKING WHEN YOU HAVE THE **BEST** HAND, YOU JUST NEED TO **BEAT 1 HAND**.

AT THE END OF THE ROUND, WHOEVER HAS THE LOWEST HAND LOSES A LIFE. IF THE KNOCKER'S HAND WAS LOWEST, THEY LOSE **TWO** LIVES. IF SOMEONE WINS WITH A SCAT OR DEVIL'S SCAT, **ALL** OTHER PLAYERS LOSE A LIFE.

LAST PLAYER STILL "ALIVE" WINS.