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Rules of 65 card game

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Sixty Six Card Game Rules: - **Deck:** Played with a standard deck of 24 cards (Aces to Kings and Aces). - **Objective:** Win most points by taking tricks. - **Ranking:** Cards are ranked from high to low: Aces, 10s, Kings, Queens, Jacks, and 9s. - **Setup:** Choose a random card for the dealer, with ties broken through repeated drawings. - Dealer shuffles the deck and passes out six cards in groups of three. - The top card establishes the trump suit. - **Gameplay:** Opposite the dealer starts by placing a lead card. - Other player must try to outrank the card if possible (factoring in trump suit). - Best card wins the trick for the player, receiving both cards. - Winner takes the top card from the stock; loser takes the next. - Players follow the suit of the lead card if possible once the stock runs out. - **Scoring:** - **Aces:** 11 points each - **10s:** 10 points each - **Kings:** 4 points each - **Queens:** 3 points each - **Jacks:** 2 points each - **King and Queen won in a single trick:** 20 points - **King and Queen of the trump suit won in a single trick:** 20 points - **Winning Conditions:** - The first person to reach 66 points wins the round. - If no player reaches 66, the winner of the last trick wins the round. - The first person to win 7 rounds wins the game. - **Sixty-Six** is a trick-taking card game played with a standard deck of 52 cards. Players score points by winning tricks, with the first player to reach 66 points winning the game. The game starts with each player being dealt six cards, while the remaining cards are placed in a draw pile. The top card from the draw pile is turned over to start the discard pile. Players take turns drawing a card from the draw pile or picking up the top card from the discard pile. They then try to win tricks by playing a card from their hand, with the other player following suit if possible. The round ends when all cards have been played, and points are awarded based on the number of tricks won. The game continues until one player reaches 66 points, scoring as follows: winning seven tricks earns zero points, eight tricks earns one point, nine tricks earns two points, and winning all six tricks in a round earns three points. If you enjoy Sixty-Six, you may also like other card games such as Players and Cards 65. To win, reach either 33 points for one point or 41 and beyond for two points. A total of five points claimed by a side shall be sufficient to emerge victorious, unless previously decided otherwise.