

Shanghai Whist

Players – in theory any number. The most I ever played it with was 16 but works well from 3 to 8.

As taught to me by American Missionaries in Kijabe Hospital, Kenya in 1988 where I was a student for 9 weeks on my 'elective' from med School. No internet. Not much on the TV!

'It's neither from Shanghai or a game of whist'

Setup

Take two decks of cards and shuffle them together. Make sure jokers are in.

For 9 to 12 players add an extra deck etc

The player to dealer's left goes first. Then rotate starting player and dealer each round.

Played in series of rounds.

You deal out the number of cards on chart below. (always 1 more than the cards needed to complete your target hand)

The Target to 'go down' – or place your hand on the table is on the right.

Round	Cards	Target Hand
1	4	3 of a kind
2	5	Run of 4
3	6	Run of 5
4	7	3 of a kind and run of 3
5	8	3 of a kind and run of 4
6	9	4 of a kind and run of 4
7	10	4 of a kind and run of 5
8	11	5 of a kind and run of 5
9	12	3 of a kind, run of 4 , run of 4

At start first player turns over top card.

On your turn you **MUST** pick up either the top card of the discard pile or the top card of the deck.

If you have now got the target hand you place it on the table. (You must have the entire target **NOT JUST PART**. You only place the Target hand down once in each round. After you have achieved this you are looking to discard cards onto other players (or your own) hand and 'go out'.

OPTIONAL DISCARD: ONLY AVAILABLE AFTER YOU HAVE A TARGET HAND ON THE TABLE (You may do this either on the round you laid down your target hand or on subsequent rounds)

You check to see if you can discard any cards onto any Target hands that are on the table.

This may be

a) onto runs to extend the run (*eg adding a 6 of hearts to a 2, 3,4,5 of hearts*)

or

b) Adding another "of a kind" (*eg adding a 7 to a set of four 7's*).

If you have card(s) left in your hand you then still discard a card onto the discard pile if you can.

If you have no cards at the end of your turn you win the round and you have 'gone out'. (The Round ends and all players **proceed to end Round Scoring**) **[Note that as your hand is 1 card bigger than the target hand at the start of the round and you draw a card at the start of your turn then you are only able to 'go out' if you can discard in the Optional Discard Phase. If you buy cards (see below) you will have additional card(s) to get rid of this way.**

If no one has ended the round the next player takes their turn etc

I'll buy!

During play when a card is discarded onto the discard pile anyone can yell "**I'll buy**" to take it but the next player (who was about to have their turn) can say NO and take the card instead as part of their regular turn. In the event of multiple players yelling "**I'll buy**" the next player chooses who they think shouted first.

You can only buy the last card discarded **as** it is being discarded. After you buy a card you also **MUST** draw an extra card from the discard pile and add it to your hand. As this means you are gaining 2 cards every time you buy be careful not to do this too often as it can give you a lot of cards to get rid of.

You **CANNOT** lay down cards after buying a card. (You must wait until your own turn).

Play proceeds to turn of the player to the left of the player who has just taken their turn.

E.G. Pat discards a 6 of hearts. It is Jane's turn but Tony and Kate both want that card and both yell "I'll buy!". Jane thinks for a moment, but decides she does not want the card (which she has the right to take) and then decides that Tony shouted first. Tony takes the 6 of hearts and also draws an extra card from the deck. Tony says "can I go down?" Kate points out that he must wait for his turn. Tony sulks

Jane now starts her turn as normal.

Jokers

Jokers are wild and can be any card.

You can use Jokers to complete a Target hand.

In addition, when discarding cards onto players onto 'on table' hands, you can substitute a card in your hand for the joker and move the joker elsewhere on the table – as it can be any card. You could take it back into your hand for use in a later turn but that is a risky play if you are stuck with it at Round End.

Aces

Aces may be high or low but not both at the same time in a run.

End Round Scoring

After someone **goes out** everyone else scores cards in their hand.

Number cards are face value

Picture cards are 10 pts

Aces are 20

Jokers are 50

Getting Ready for the next round.

Gather in all the cards, shuffle them and hand the deck on to the next dealer. Play continues with the next round – dealing out 1 extra card.

Game End

The lowest score at the end of the game wins.

Have fun Richard Denning Medusa games and UKGE