



# King of the Hill and Stack Up

2-7 Players

**You're the King as long as  
your card is on top!**

## **Summary:**

Two beginner's games of stacking and winning cards by having the strongest card on top. Good for kids or anyone still learning about "Stronger" and "Weaker" cards.

## **King of the Hill:**

Keep control of the "Hill" for as long as you can by having the top card.

## **The Deck:**

Jokers are optional. A marker (like a checker or coin) represents the crown of the King. Keep the Diagram Card or Rule Card out as reminders of how the suits relate.

## **The Deal:**

Deal all cards face down equally among players. Any extra cards are set aside.

## **The Play:**

Each player's cards are stacked in a pile face down in front of them. The player to the left of the dealer draws the top card from his stack to put in the center of the table. He is King of the (very small) Hill and holds the crown (a checker or other marker). The King who holds the crown stays King until another player can beat his card.

The players who are not the King take turns (starting with the player to the left of the King) drawing cards from the top of their deck. When the card is weaker (a weaker suit or a lower rank of the same suit) than the top card of the Hill, the weaker card is given to the King and is put on the bottom of his draw pile. and play is passed to the next player.

When the card drawn is stronger than the card on top, the new card is placed on top of the hill and that player is now the new King of the Hill and gets to hold the crown. The player to the left of the new King continues play. If a Joker is played, Joker rules apply.

## **The End:**

Play continues until players run out of cards. The player who is still holding the marker at the end is the winner and the King of the Hill!



# Stack Up

## 2-7 Players

**Win stacks of cards  
if no one can beat your top card!**

### **Summary:**

Like King of the Hill, but with smaller stacks and a little more strategy.

### **The Object:**

Play the stronger suit to build stacks and win the most cards.

### **The Deck:**

Jokers are optional.

### **The Deal:**

Deal two cards to each player and leave the rest of the cards in a draw pile.

### **The Play:**

The player to the left of the dealer chooses any card from their hand to start the stack. The card is placed face up in the center of the table and the player draws a new card to have two again. The next player tries to beat the top card in the stack with a stronger card in their hand. If they have any stronger cards, a stronger card is placed on the top of the stack, they draw a new card, and play is passed to the next player.

When a player does not have a stronger card, the last player who played wins the stack of cards. The player who did not have a stronger card chooses one card from their hand to start a new stack and draws a new card.

If a Joker is played, Joker rules apply.

### **The End:**

Continue playing until players run out of cards. If a player has no cards in their hand, the stack goes to the last player to put a card on top. Players count the cards from all of the stacks they won during the game. The player with the most cards at the end is the winner.

### **Variations:**

Try dealing three cards to each player instead of two for much bigger stacks!