

## GAME PLAY (CONTINUED)

- There is no obligation to announce that you are playing your Foot. It is up to the other players to be aware of the game.
- The first player to go out by playing or discarding all cards from their Hand and Foot, plus completing at least one Clean book and one Dirty book, receives a 100-point bonus for ending the round.
- When a player goes out, all cards remaining in the other players' Hand and/or Foot are to be counted as negative points. Cards they have played are positive points.

## HOW TO KEEP SCORE

- At the end of the round, the score keeper will first record the points each player has in books and then the number of red 3s that have been played.
- All red 3s are then discarded.
- Players then total the values of the individual cards in their books and melds, subtract negative points from un-played cards, provide their total to the scorekeeper, and help shuffle for the next round.

*Tip: The fastest and easiest way to calculate scores is to match, and discard, a positive card equal to any negative cards. With the remaining positive cards count out piles of 100 points each.*

## SUGGESTED TABLE LAYOUT

To ensure a fair game where all opponents can see what melds and books they each have, we suggest the following card placement:

- Melds are placed in front of you, in ascending order, in a vertical row clearly showing how many cards of each value you have.
- Clean books are neatly piled and placed horizontally above the melds next to the red 3s, if any.
- Dirty books must have a Wild card placed vertically behind it to indicate it is dirty.



These instructions are for Singles Play games.  
For Team Play and alternate house rules  
please visit [www.handandfootgame.com](http://www.handandfootgame.com)

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## HOW TO PLAY – SINGLES

- Singles games are played with 2 to 8 Players but are best with 3+.
- One more deck of cards than the number of players is required.
- The object of the game is to accumulate the most points, over 4 rounds, by laying down melds with the goal of creating books.

## WHAT ARE MELDS?

- A set of 3+ cards of the same rank from 4 through Ace, played face up on the table.
- Must always have one more natural card than wild.
- Cannot be played on by other players.

## WHAT ARE BOOKS?

- A meld of 7+ cards.
- A Clean book is seven cards of the same value (e.g., seven 8s).
- A Dirty book includes Wild cards (e.g., a book of four 8s and three wild cards).
- Books cannot be made with 3s or entirely of wild cards.
- To “go out” (end the round), you must complete at least one Clean and at least one Dirty book and play all cards in your Hand and Foot.

## CARD VALUES

- Scores are calculated by adding the cards played, minus the remaining cards in the player's Hand and/or Foot.
- Each card has the point value printed in the top left corner and they are shown below:

CARD	4-7	8-KING	ACE	RED 3	BLACK 3	WILD
POINT VALUE	5	10	20	100	-100	20 or 50

## BONUS POINTS

- Each player receives points for each book completed and for all individual cards played, including those in books, by the end of the round.
- For example, a Clean book of seven 4s would be worth 700 points plus 5 points for each card in the book for a total of 735 points.
- Red 3s are worth 100 points and should be immediately played, face-up at the top of the individual's play area and immediately replaced with a card from the draw pile.
- Black 3s are -100 points and should be discarded before all other cards.

ACTION	CLEAN BOOK	DIRTY BOOK	GOING OUT	PERFECT DEAL
POINT VALUE	700	300	100	100

**NOTE:** Natural cards can be added to complete books, wild cards cannot. This will not increase the value of the book, but it will add the point value of the card to the final score.

## MELD REQUIREMENTS

- Each round of play has a different minimum meld point value requirement. You cannot play any meld(s) until their combined point value equals the required minimum value. This applies to each player.
- For example, three 4s would be worth 15 points and six 10s would be 60 points, for a total of 75 points. This would satisfy the requirement for Round 1.

ROUND	1	2	3	4
POINTS	60	90	120	150

**NOTE:** Complete book values and Red 3s do not count toward minimum meld requirements.

## TO BEGIN

- Thoroughly shuffle the cards and place one or two draw piles in the center of the table.
- Turn one card face up to start a discard pile. If this card is a 3 or a Wild it is mixed into the draw pile and replaced.
- Each player then takes a small portion of the draw pile and, without looking at them, counts out two stacks of 11 cards each.
- If a player picks up exactly 22 cards, a 100-point bonus is awarded for a "perfect deal."
- The first stack is the player's "Hand." The second stack is passed to the player on the left and becomes that player's "Foot."
- Each player begins with their Hand and sets their Foot aside, face down, in a location visible to the other players.
- To determine the order of play, each player selects one card from the draw pile. The player with the highest card, Aces are high, begins the first round with play continuing clockwise. Cards are then mixed into the draw pile.

## GAME PLAY

- To begin each turn, the player must pick up two cards and **MUST** discard one to end their turn.
- You cannot go out without discarding.
- You can continue to play with no cards in your hand but that does not end the round unless you've also completed your books.
- The first card in the discard pile can be picked up as long as that card does not complete a book from an existing meld. For example, if you have six 8s played, you cannot pick from the discard pile if the top card is an 8.
- A player cannot pick from the discard pile if they already picked from one of the draw piles.
- Once a player obtains the minimum point value to play their melds, they may choose to play the cards by placing them face up on the table in front of them during their turn.
- Our suggested table layout is included later in these instructions.
- A player must play their Hand completely before they can play their Foot.
- If, to clear their Hand, a player must discard, they must wait until their next turn to start playing their Foot.
- If no discard is needed to clear their Hand, they can immediately begin playing their Foot. (continued on back)