

Lorum

Cards, rank and points:

32 cards (7 – A in 4 suits)

Deal for 4 players:

Deal all the cards out one at a time. 8 cards each.

Deal for 3 players:

Deal two cards face up and place beside dealer *
Deal the remaining cards in ones until all players have 10 cards.

A whole match consists of 36 deals for 4 players or 27 deals for 3 players.

For a shorter game....

- a) Each player must play exactly 2 games of each colour.
.... or
- b) Each player must play exactly 1 game of each colour.
.... or
- c) Each player must play exactly 1 game of each colour, and 1 further game of any colour they choose.

- * If any of the cards are hearts.... repeat.
- * If any of the cards are queens.... repeat.
- * If the two cards total 21 or 22 card points.... repeat.
(where A = 11, 10 = 10)

Rules of Play:

For **red** and **blue** games, players must follow suit. If unable to follow suit, they may play any card.
Forehand (left of the dealer) looks at their cards and announces a game, before leading first.

	Game	Objective and Rules	Scoring <i>Lowest score at the end of the game wins</i>
Red Games	Avoid	Avoid taking tricks (with no trump)	Each trick is +1 to the player who takes it
	Take	Take as many tricks as possible (with no trump)	Each trick is –1 to the player who takes it
	Trumps	Take as many tricks as possible (with a trump)	Each trick is –1 to the player who takes it
Blue Games	Queens	Avoid taking queens OR Take all queens	Each queen is +2 to the player who takes it If a player takes all the queens, they score –8
	Hearts	Avoid taking hearts OR Take all hearts	Each heart is +1 to the player who takes it. If a player takes all the hearts, they score –8
	K♥ & Last	Avoid taking K♥ and avoid taking the last trick	The K♥ is +4 to the player who takes it The last trick is +4 to the player who takes it
Green Games	Sequence <i>for 3p, the two turned cards are played by the dealer as required, just before playing their own card or passing.</i>	Run out of cards first Play any card to the table. This is the 'starting rank'. In turn, players <u>must</u> <ul style="list-style-type: none"> a) Play next higher card of the same suit to an available pile. Note after ace, comes 7, 8, 9... OR b) Begin a new pile by playing another card of the 'starting rank' Only if <u>unable</u> to do either, they pass.	The player who first runs out of cards gets –8 The other players get +1 per card left in hand
	Addition	Avoid making the total reach 25, 50, 75, or 100 Aces = 11 Tens = 10 Kings = 4 Queens = 3 Jacks = 2 7, 8, 9 = 0 Play any card, the next player adds any card to the pile and announces new cumulative total. Play continues, building up the pile until the total reaches (or exceeds) 100.	Making the total 25 (or more) → +1 Making the total 25 (or more) → +2 Making the total 25 (or more) → +3 Making the total 100 (or more) → +4
	Quads <i>for 3p, the two turned cards are played by the dealer as required, just before playing their own card or passing.</i>	Run out of cards first Play any card to the table. Whoever has the next card in suit must play it. Note after ace, comes 7, 8, 9... The trick is turned over when either four cards have been played, or when the next card is unavailable (because it was used in a previous trick). Whoever played the last card leads any card to a new trick.	The player who first runs out of cards gets –8 The other players get +1 per card left in hand