

Challenge (Svoi Kozyri)

Players: 2

Pack: Normal cards, four suits, 7 to Ace only. Order: Ace High, K, Q, J, 10, 9, 8, 7 low

Preliminary: Each player selects one suit as their own trumps. Each player nominates a second suit for the purpose of the deal. Agree who will deal.

Deal: Deal all the cards equally between the two players. The only cards that are fixed by the deal are the dealer's trumps and second suit. All other cards are redistributed between the players so that they have equivalent hands - that is, they each have the same cards in their own trump suit, the same cards in each other's trump suit, and equivalent cards in the other two suits.

The cards are placed face up in ordered suits in front of each player. The game is played with all the cards exposed on the table at all times.

Example:

Dealer has Spades as trumps, Diamonds as second suit. Other player has Hearts as trumps, Clubs as second suit.

Dealer: Other player: Irrelevant

Spades: A, K, 10, 9, 7

Hearts: irrelevant

Diamonds: A, J, 8, 7

Clubs: irrelevant

After redistribution:

Dealer:	Other player:
Spades: A, K, 10, 9, 7	Spades: Q, J, 8
Hearts: Q, J, 8	Hearts: A, K, 10, 9, 7
Diamonds: A, J, 8, 7	Diamonds: K, Q, 10, 9
Clubs: K, Q, 10, 9	Clubs: A, J, 8, 7

Play:

The non-dealer begins by leading any card face-up in the centre of the table to start the play pile.

Subsequent players in turn have two options:

1) The player can beat the top card of the play pile, by playing a higher card of the same suit or by playing one of their own trumps on a card of a different suit. Having done this, the player must play another card on top of it; this second card can be any card the player chooses. Both the beating card and the second card are placed face-up on top of the play pile.

2) A player who cannot or does not wish to beat the top card of the play pile must instead pick up all the cards from the play pile. These cards are added to the player's hand. Since the card was not beaten, the other player retains the lead and leads any card face-up in the centre of the table to start a new play pile

Note that it is not necessary to "follow suit". If the top card of the play pile is not one of your own trumps, you may always beat it by playing one of your own trumps, even if you have cards of the same suit as the top card in your hand. A card of your own trump suit can only be beaten by playing a higher card of your own trump suit. When you are beating a card, it does not matter whether the card belongs to the trump suit of the person who played it - in your turn it is only your own trumps that have any special power.

A normal play always consists of two cards - one card to beat the top card of the pile, and a second card which can be any card that you want to lead. The pile formed by the played cards should be stacked so that only the top card is visible.

The endgame:

The object of the game is to get rid of all your cards. When you legally play your last card onto the play pile you win, even if it is a lead that the other player can beat.