

Dramble

A playing card game by Trey Poling

Requires:

- 2 players
- One standard deck of cards (including Jokers)

Game Setup:

- Place the deck in the center of the table
 - Flip over a card adjacent to the deck on the left and right. These grow into piles during the game
 - To determine who plays first, players draw a card and the highest card wins. Place them back in the deck and re-shuffle
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Objective:

- Score the most cards by the time the deck has been completely drawn

Scoring Rules:

- Cards are scored from Ace to King, ignoring suits
- If your deck includes Jokers, they act as a trump card above King
- A high card is considered a card above the card itself. A low card includes the card itself or lower
(For example, a Jack on a Jack is a low card, but a Queen on a Jack is a high card)

Turn Start:

- If players have zero cards in their hands, each player draws three cards and begins a round
- The first player chooses a card to place face down behind either pile
- When the first player is finished, the second player places a card of their own behind either pile
- Both players flip over their cards and begin the Pile-Taking step.

Pile-Taking:

- The cards placed contest the top card in a pile
- If a player places a **low card**, their card is placed on top of the pile, becoming the new card to beat
- If a player places a **high card**, they take the cards in the pile. The card they placed **replaces** the pile, becoming the new card to beat. Cards won are **set aside**, and used to keep track of scoring
- When pile-taking is finished, the turn is over, and players begin a new turn with their existing hand

Double Contesting:

- If both players play cards on the same pile, in order to take the pile, one player must have a high card for **both** the opponent's card **and** the pile's top card (*If a player places a card that beats the other player's card, they can only take the pile if they beat the pile too*)
- If both players play the same card they cannot take the pile because there would be no high card (as per the scoring rules)
- If both players play a low card, the card of the player that played second is placed on top of the pile.

Turn Order:

- The player with the most cards scored plays first every turn
 - Legacy rules apply (*if both players have the same number of cards scored, the player who played first the previous turn will continue to play first*)
 - It is *highly* recommended that players group the cards scored together in groups of five, like tallies. This is to make seeing the score quicker for both players
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Finishing the Game:

- Players continue drawing rounds of 3 cards and taking piles until all cards in the deck have been drawn (some will be discarded at the end because the piles will remain)
 - By the end, whichever player has the most cards scored wins
 - If both players have the same number of cards, then they re-shuffle and play one last hand of 3 cards. The winner takes all
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