WILD TWIST - HEARTS

Object
Score the fewest number of points by the end of one or more games.

Let's Play
A game of Hearts is played over a series of rounds, and a round ends after each player lays down one card. If you win the round, you collect all the cards. You want to avoid winning any rounds that contain cards from the Heart suit as they each cost you 1 point, and the Queen of Spades costs you 13 points! However, if you collect **ALL** the hearts **AND** the Queen of Spades you "Shoot the Moon" which gives you a huge advantage (more on that later). You tally the score at the end of each game, and when you have played the agreed-upon number of games, the player with the **LEAST** number of points **WINS**.

Wild Cards Used:

Wild Club	Wild Heart	Wild Spade	Wild Diamond
Wild	Wild	Wild Black	Wild Red

Setup
- Use all 52 standard deck cards
- Use these 4 Wild Twist Cards: Heart, Diamond, Spade, Club
- Remove these 4 Wild Twist Cards: 2 Wilds, Red Wild, Black Wild and set them aside.
  DO NOT USE.
- Decide the length of play:
  - **SHORT** – 1 game
  - **MEDIUM** – 3 games
  - **LONG** – 5 games
- Shuffle **ALL** cards including the 4 Wild Twist cards.
- Deal out **ALL** the cards evenly to each player. Place any remaining cards in the middle of the table.

NOTE: The player who collects the cards from the **FIRST ROUND** of the game will collect these extra FACE-DOWN cards and add them to their Score Pile.

Let's Play
- The player holding the **LOWEST VALUED CLUB CARD** goes first by playing that card.
- Aces have a higher value than cards valued King or lower.
- When playing a Wild Card you must declare whether you are playing it as either the "**HIGHEST**" or "**LOWEST**" possible value for the suit that it matches.
- You may choose to play the Wild Club as the very first card of the game if you declare it as the "**LOWEST**" possible value when playing it.
- One player will end up taking **ALL** of the cards played for the round **AND** they will begin the next round by playing a card of their choice.

The "First Suit"
- The **FIRST CARD** played **EACH ROUND** represents the **FIRST SUIT** for the round.
- This means:
  - Each following player **MUST** play a card on their turn that **MATCHES** the FIRST SUIT – if they have one.
  - If a player **CANNOT** play a card that matches the **FIRST SUIT**, they must play **ANY OTHER** card.
  - The player who plays the **HIGHEST VALUED** card matching the **FIRST SUIT** for the round will collect **ALL** of the cards played for that round and add them to their Score Pile.
  - The player who collected all of the cards for the round will begin the **NEXT ROUND** by playing **ANY** card from their hand.

Remember: When playing a Wild Card you must declare whether you are playing it as either the "**HIGHEST**" or "**LOWEST**" possible value for the suit that it matches.

NOTE: You may **NOT** play a Heart as the first suit until someone has "broken" Hearts into the game. This occurs when one player cannot match the suit that was led and chooses to play a Heart as their card for that round.

Collecting Cards

Remember: Collecting cards that are worth Points is a bad thing in this game – the player with the **FEWEST** points will be the winner.

TIP: Avoid collecting Hearts (worth 1 point each) and/or the Queen of Spades (worth 13 points!) – **UNLESS** you think you can achieve the bonus, "Shoot the Moon!" (see below).

Ending the Game

The game ends when each player has played **ALL** of the cards from their hand and scoring follows.

Scoring

When the game ends, each player must count up the Heart cards in their Score Pile and score 1 point for each.

The player who collected the Queen of Spades gains 13 points.

If a player collected **ALL** of the Heart Cards, including the Wild Heart card, **AND** the Queen of Spades, they "Shoot the Moon!" (see below).

"Shoot the Moon!"

If you are able to collect **ALL** of the Heart Cards, including the Wild Heart card, **AND** the Queen of Spades, you "Shoot the Moon!"

Since this can be **VERY HARD** to achieve, you gain a bonus.
- Instead of taking on points, you get to choose a **BONUS**:
    - **SUBTRACT** 27 points from your own score!
      or
    - **ADD** 27 points to every other player's score!

Winning

The player who ends the number of agreed-upon games with the lowest score is the winner!