

# Egyptian Ratscrew

2-6 players

52 cards

Difficulty: Easy

Duration: Medium

Win all the cards by slapping the pile on valid combinations.

## SETUP

- Shuffle a standard 52-card deck.
- Deal the entire deck evenly among all players, face-down.

## SCORING

- No point system; win by collecting all the cards.
- Players who run out can slap back in on a valid combination.

*Tip: Watch for sandwiches (same rank with one card between) as they are easy to miss.*

## ON YOUR TURN

- Flip your top card onto the central pile.
- Face cards trigger a challenge: next player must play a face card within 1-4 chances.
- Slap the pile on doubles, sandwiches, or top-bottom matches.
- Wrong slaps cost you cards from your hand.

The objective of Egyptian Ratscrew is to win all the cards in the deck by slapping the pile when certain combinations of cards appear.

## Setup

1. Gather at least two players.
2. Use a standard 52-card deck.
3. Shuffle the deck thoroughly.
4. Deal the entire deck evenly among all players. Some players may have one more card than others, which is acceptable.

## Gameplay

1. Players take turns clockwise.
2. On your turn, flip the top card of your deck onto the central pile, face up.
3. **Face Card Challenge:** When a player plays a face card or Ace, the next player must play a certain number of cards to produce another face card or Ace: **Ace** = 4 chances, **King** = 3 chances, **Queen** = 2 chances, **Jack** = 1 chance. If they succeed, the challenge passes on. If they fail, the player who played the last face card/Ace wins the pile.
4. **Slapping Conditions:** Any player can slap the pile when these combinations appear: **Double** (two consecutive same-rank cards), **Sandwich** (two same-rank cards with one different card between them), **Top-bottom** (the card played matches the bottom card of the pile), **Tens** (two consecutive cards adding up to 10).
5. The first player to slap on a valid condition wins all the cards in the central pile.
6. If a player slaps incorrectly, they must give one or more cards to the bottom of the pile.
7. If a player runs out of cards, they can slap in to re-enter the game by slapping a valid combination.
8. The game continues until one player has won all the cards.

## Additional Rules

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- **No Peeking:** Players cannot look at the cards in their deck before playing them.
- **Consecutive Slaps:** If multiple valid slap conditions occur in sequence, a player can slap for each condition.
- **Variation:** Players can agree on additional rules or variations to make the game more interesting, such as adding specific slap conditions or penalties for certain actions.

## Winning

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The player who collects all the cards in the deck is the winner of Egyptian Ratscrew.

### Tips & Strategy

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Stay alert for doubles and sandwich cards. Develop quick reflexes for slapping the pile when certain conditions are met.

Egyptian Ratscrew requires a combination of strategy and quick reflexes. Pay attention to the cards played and be ready to slap the pile when the right conditions arise.