

# Getaway

2-8 players

52 cards

Difficulty: Easy

Duration: Short

Shed all your cards to avoid being the last player.

## SETUP

- Deal the entire deck to all players.
- The player with the Ace of Spades starts.
- No cards are set aside.

## SCORING

- Last player with cards loses.
- Loser receives one penalty point per round.

*Tip: Lead strong suits and void weak ones to avoid picking up tricks.*

## ON YOUR TURN

- Follow suit if possible.
- Pick up all trick cards if you cannot follow suit.
- Trick winner leads next.

Getaway is a popular South Asian shedding game where players try to get rid of all their cards. The last player holding cards is the loser, and everyone else escapes.

## Objective

Shed all your cards before other players. The last player left holding cards loses the round.

## Setup

1. **Players:** 2 to 8 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal the entire deck as evenly as possible among all players. The player with the Ace of Spades starts.

## Gameplay

1. **Step 1:** The player with the Ace of Spades leads it to the first trick.
2. **Step 2:** Each player must follow suit if possible. If a player cannot follow suit, they must pick up all cards played to the trick so far.
3. **Step 3:** The highest card of the led suit wins the trick (Ace is high). The trick winner leads the next trick with any card.
4. **Step 4:** Play continues until all but one player have shed their cards. That remaining player is the loser.

## Scoring

- The last player holding cards loses the round.
- In multi-round play, the loser receives a penalty point each round. The player with the fewest penalty points after a set number of rounds wins.

## Variations

- **Beggar Thy Neighbor Getaway:** The loser must deal the next round and ante an extra chip.
- **No Pickup Getaway:** Instead of picking up the whole trick, a player who cannot follow suit simply passes, and the trick continues.

## Tips and Strategies

- Lead suits where you hold high cards so you can win the trick and control play.
- Try to void yourself in a suit early so you can dump cards on others' tricks.
- Avoid getting stuck with many cards in one suit with no high cards to win tricks.

## Tips & Strategy

Lead with high cards in your strong suits to win tricks and shed cards. Try to void weak suits early to avoid picking up tricks.

Card management is crucial in Getaway. Winning tricks is not always good since it gives you the lead, but losing the ability to follow suit can be catastrophic.