

James Bond

2-3 players

52 cards

Difficulty: Easy

Duration: Short

Complete all your piles as four-of-a-kind sets before your opponent.

SETUP

- 2-3 players with a standard 52-card deck.
- Deal 4 face-down piles of 4 cards to each player. Place 4 cards face-up in the center.

SCORING

- No points. First player to complete all piles wins.

Tip: Focus on one pile at a time and memorize what each pile needs.

ON YOUR TURN

- No turns! Both players play simultaneously.
- Swap one card at a time between your piles and center cards.
- When a pile has four-of-a-kind, turn it face-up.
- Shout 'James Bond!' when all piles are complete.

James Bond is a fast-paced card game where players race to complete four-of-a-kind sets in all of their piles. Cards are swapped one at a time between your piles and a central pool. The first player to convert all their piles into four-of-a-kind shouts 'James Bond!' and wins.

Objective

Be the first player to make every one of your card piles into a four-of-a-kind set by swapping cards with the central face-up cards.

Setup

1. **Players:** 2 to 3 players (best with 2).
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal 4 cards face-down to each player in piles of 4. Each player gets 4 piles (16 cards total for 2 players, or adjusted for 3). Place the remaining 4 cards face-up in the center of the table.

Gameplay

1. **Simultaneous play:** There are no turns. Both players play at the same time as fast as they can.
2. **Look at piles:** Players may look at their own piles but must keep them face-down on the table. Only look at one pile at a time.
3. **Swap:** Pick up one card from any of the 4 face-up center cards and swap it with one card from any of your piles. You may only swap one card at a time.
4. **Four-of-a-kind:** When a pile contains four cards of the same rank, turn it face-up to lock it in.
5. **Winning call:** When all your piles are four-of-a-kind, shout 'James Bond!' to win.

Winning

- **First to finish:** The first player to complete all piles as four-of-a-kind and call 'James Bond!' wins.
- **Verification:** If a player calls 'James Bond!' but a pile is incorrect, they lose immediately.

Variations

- **Turn-based:** For a calmer version, players alternate turns making one swap each.
- **Three players:** Deal fewer piles per player and add more center cards to accommodate the extra player.
- **Jokers:** Add Jokers as wild cards that can substitute for any rank.

Tips and Strategies

- Focus on completing one pile at a time rather than spreading your effort across all piles.
- Keep mental track of what you need so you can spot useful center cards instantly.
- Speed matters more than perfection. Swap quickly and decisively.

Tips & Strategy

Focus on one pile at a time and memorize what each pile needs. Speed and memory are the keys to winning James Bond.

Memory is the hidden skill in James Bond. The player who best remembers the contents of their piles will waste less time checking and swap more efficiently.