

# Muggins

2-4 players

52 cards

Difficulty: Easy

Duration: Short

Score points by making the running total of played cards divisible by five.

## SETUP

- Use a standard 52-card deck.
- Deal 5 cards to each of 2-4 players.
- Turn the top card face-up to start the play area; rest is the draw pile.

## SCORING

- Score points equal to the running total when it hits a multiple of 5.
- Face cards are worth 10 each; Aces count as 1.
- First to 250 points wins.

*Tip: Hold fives and tens for moments when they push the total to a high-value multiple.*

## ON YOUR TURN

- Play a card adjacent to the layout by matching suit or rank.
- Add your card's face value to the running total.
- If the total is divisible by 5, score that many points.
- Draw from the stock if you cannot play.

*Muggins, also known as All Fives in its domino form, is a card game variant where players aim to make the running total of played cards divisible by five. It blends the simplicity of sequential card play with arithmetic strategy.*

## Objective

Score points by playing cards to a shared running total, earning points whenever the total is exactly divisible by five. The first player to reach the target score wins.

## Setup

1. **Players:** 2 to 4 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Each player receives 5 cards. The remaining cards form a draw pile.
4. **Starting card:** Turn the top card of the draw pile face-up to start the play area.

## Gameplay

1. **Play a card:** On your turn, play a card from your hand adjacent to the existing layout. Cards are played based on matching suit or rank, depending on the variant.
2. **Running total:** Add the face value of your played card to the running total.
3. **Score fives:** If the running total is divisible by five, you score that many points (e.g., total of 15 scores 15 points).
4. **Draw:** If you cannot play, draw from the stock pile until you can.
5. **Continue:** Play alternates until all cards are exhausted or no more moves are possible.

## Scoring

- **Divisible by 5:** Score points equal to the running total each time it hits a multiple of five.
- **Face cards:** Jacks, Queens, and Kings are worth 10 each. Aces count as 1.
- **Game target:** First to 250 points (or another agreed threshold) wins.

## Tips and Strategies

- Plan plays that land on multiples of five while denying the same opportunity to your opponents.
- Hold fives and tens for moments when they can push the total to a high-value multiple.
- Keep track of the running total at all times to spot scoring opportunities.

## Tips & Strategy

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Always be aware of the running total and which cards in your hand can hit a five multiple. Holding high-value fives and tens for key moments can produce big scoring swings.

Defensive play is underrated. Sometimes it is better to play a card that avoids setting up a big multiple of five for the next player, even if it means skipping a small score yourself.