

# Nines

2-6 players

52 cards

Difficulty: Easy

Duration: Short

Be the first to play all your cards by matching rank or suit.

## SETUP

- 2-6 players with a standard 52-card deck.
- Deal 7 cards each (5 for 5-6 players). Turn up one discard.

## SCORING

- First out scores 0. Others score penalty points for remaining cards.
- Face cards = 10 pts, 9s = 15 pts, Aces = 1 pt, others = face value.
- Lowest total score after all rounds wins.

*Tip: Save 9s for switching to a suit where you hold multiple cards.*

## ON YOUR TURN

- Play a card matching the discard by rank or suit.
- Play a 9 on anything and declare a new suit.
- Draw one card if you cannot play.

*Nines is a simple and fast-paced card game where 9s serve as wild cards that can match any suit. Players take turns playing cards that match the top of the discard pile by rank or suit, using 9s strategically to change the active suit. It is an accessible game suitable for all ages, often used as an introduction to shedding-style card games.*

## Objective

Be the first player to play all cards from your hand by matching the discard pile by rank or suit, using 9s as wild cards to change the suit.

## Setup

1. **Players:** 2 to 6 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Each player receives 7 cards (or 5 for 5-6 players). The remaining cards form a face-down draw pile. Turn over the top card to start the discard pile.

## Gameplay

1. **Playing a card:** On your turn, play one card from your hand that matches the top discard by rank or suit.
2. **Playing a 9:** A 9 may be played on any card regardless of suit or rank. When playing a 9, you declare the new active suit.
3. **Drawing:** If you have no playable card, draw one card from the draw pile. If the drawn card is playable, you may play it immediately. Otherwise, your turn ends.
4. **Going out:** The first player to play their last card wins the round.

## Scoring

1. **Winner:** The first player to go out scores 0. All other players score penalty points based on cards remaining in their hand.
2. **Card values:** Number cards are worth face value, face cards (J, Q, K) are worth 10 points each, Aces are worth 1 point, and 9s are worth 15 points (penalty for holding a wild card).
3. **Game end:** Play multiple rounds. The player with the lowest total score after a set number of rounds (or when someone exceeds 100 points) wins.

## Variations

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- **Draw until playable:** Instead of drawing one card, draw until you get a playable card.
- **Skip and Reverse:** Assign special powers to other ranks (e.g., Jacks skip the next player, Queens reverse direction).
- **Double Nines:** Use two decks for larger groups. Two 9s played together let you change the suit and skip the next player.

## Tips and Strategies

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- Hold your 9s for critical moments when you need to change to a suit you have many cards of.
- Pay attention to which suits opponents seem to be short on and avoid changing to those suits.
- Try to empty your hand of high-value cards (face cards) early to minimise penalty points if you lose.

## Tips & Strategy

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Save your 9s for when you truly need to switch suits. Dump high-value cards early to reduce your penalty if caught. Watch what suits opponents play to gauge their hand composition.

The 9 is both your most powerful card and your greatest liability. Using it wisely to switch to a suit where you hold many cards can accelerate your victory, but holding it too long risks a heavy penalty.