

Parliament

4-7 players

52 cards

Difficulty: Easy

Duration: Medium

Be the first player to shed all your cards to become President.

SETUP

- Use a standard 52-card deck, optionally with jokers.
- Deal all cards as evenly as possible to 4-7 players.
- In later rounds, the Beggar gives best cards to the President.

SCORING

- First out becomes President; last out becomes Beggar.
- President receives the Beggar's best cards each round.
- Player who holds President most often across rounds wins.

Tip: Play low cards and pairs early, saving high cards and twos for endgame control.

ON YOUR TURN

- Lead a single, pair, triple, or other valid combination.
- Each player must beat it with a higher combination of the same type, or pass.
- When all pass, the last player who played starts a new round.

Parliament is a climbing card game where players try to shed all their cards by playing increasingly higher combinations. The first player to empty their hand becomes the President in the next round, while the last becomes the lowest-ranked player, creating an evolving social hierarchy.

Objective

Be the first player to get rid of all your cards. Players who finish first earn high ranks for the next round, gaining card-exchange privileges. Players who finish last are penalized with disadvantageous positions.

Setup

1. **Players:** 4 to 7 players.
2. **Deck:** Standard 52-card deck, optionally including jokers.
3. **Deal:** Deal all cards as evenly as possible.
4. **Rank order:** In subsequent rounds, the President and lower ranks exchange cards to reinforce the hierarchy.

Gameplay

1. **Lead:** The starting player plays a single card, a pair, a triple, or another valid combination.
2. **Beat the play:** In turn order, each player must play the same type of combination but of higher rank, or pass.
3. **Cleared round:** When all players pass consecutively after the last play, the round is cleared. The player who made the last play starts a new round.
4. **Shed cards:** Continue until all but one player has emptied their hand.
5. **Special cards:** Twos are typically the highest rank, and some groups use jokers as unbeatable wild cards.

Scoring

- **Rank assignments:** The first player out becomes President, the second becomes Vice President, and so on down to the Beggar.
- **Card exchange:** Before each new round, the Beggar gives their best cards to the President, who returns their worst cards.
- **Game winner:** Play multiple rounds; the player who holds the President title most often wins overall.

Variations

- **Revolution:** If a player plays four of a kind, the hierarchy is temporarily reversed.
- **Asshole/Scum:** An alternate name and rule set popular in North America with similar climbing mechanics.

Tips and Strategies

- Use low cards and pairs early to thin your hand, saving high cards and twos for endgame control.
- As President, leverage your exchanged high cards to maintain your position.
- Watch what others play to gauge who is close to going out, and adjust your strategy accordingly.

Tips & Strategy

Managing your hand composition is key. Play small combinations early to stay flexible, and reserve your powerful cards for decisive moments when opponents are nearly out.

The card exchange between President and Beggar is a defining mechanic. As President, use the exchanged cards to build unbeatable runs; as Beggar, focus on climbing out quickly.