

President

3 players

52 cards

Difficulty: Medium

Duration: Medium

Be the first to empty your hand to become President; last player is the Asshole.

SETUP

- Deal all 52 cards evenly among 4+ players.
- Card ranking: 2 (highest), A, K, Q, J, 10 down to 3 (lowest).

SCORING

- First out becomes President; last out becomes the Asshole.
- Asshole gives 2 best cards to President each round.
- President gives 2 unwanted cards back to Asshole.

Tip: Save your 2s and Aces to take control of the pile late in the round.

ON YOUR TURN

- Play the same number of cards as the lead, but of higher rank.
- Pass if you cannot or choose not to beat the current play.
- When all pass, last player who played clears the pile and leads next.

President is a popular card game that involves strategy, bluffing, and social dynamics. It is typically played with a standard deck of 52 cards and is best enjoyed with a group of four or more players.

Setup

1. **Gather Players:** President is ideally played with four or more players. The more players, the more exciting the game becomes.
2. **Deal Cards:** The dealer shuffles the deck thoroughly and deals the entire deck evenly to all players, face-down. Players should hold their cards so that they are visible only to them.

Card Rankings

In President, the cards are ranked as follows, from highest to lowest:

- Joker (optional, if included in the deck)
- 2 (highest card in standard play)
- Ace
- King
- Queen
- Jack
- 10, 9, 8, 7, 6, 5, 4, 3

Gameplay

1. **Determining the First President:** Before the first round begins, players may decide to determine the first President randomly or through a designated method, such as drawing cards or rolling dice.
2. **Playing the Rounds:** President is played in rounds, with each round consisting of several hands. The player to the left of the dealer starts the first hand of the round, and play proceeds clockwise.
3. **Playing Cards:** During each hand, players must play the same number of cards as the lead, but of higher rank. For example, if someone leads a pair of 7s, the next player must play a pair of higher rank (e.g., two 8s or higher). The 2 is the highest-ranking card. Players may pass if they cannot or choose not to play any cards. When all players pass, the last player who played clears the pile and leads the next hand.
4. **Clearing the Pile:** Whenever a player plays a card or combination of cards that clears the pile (no other player can beat the last played card), they have the option to start a new round by playing any card(s) to initiate the next hand.
5. **Rank Advancement:** The first player to empty their hand becomes the President for the next round. The second becomes the Vice President. The third becomes the Neutral or Middle Person. The last player becomes the Asshole (or other designated title).
6. **Card Exchange (Taxation):** At the start of each new round, the Asshole must give their 2 best cards to the President, and the President gives 2 unwanted cards back. The Vice President and the second-to-last player exchange 1 card in the same way. The President leads the first trick of each round. The Asshole deals the cards.

Winning the Game

The game continues for multiple rounds until players decide to end it. A common variation is to play until one player reaches a predetermined score (e.g., 500 points) or until a certain number of rounds have been completed.

Tips & Strategy

Pay attention to opponents' moves, use special cards strategically, and aim to become the President while avoiding the Asshole role in President (Asshole or Scum).

Strategic planning and anticipation are crucial in President. Pay attention to opponents' moves, use special cards wisely, and aim to climb the ranks to become the President.