

Rolling Stone

4-6 players

52 cards

Difficulty: Easy

Duration: Medium

Be the first to play all your cards by completing tricks without anyone breaking suit.

SETUP

- 4-6 players. Adjust deck so each player gets 8 cards.
- Deal 8 cards to each player; no stock pile.

SCORING

- First player to empty their hand wins the game.

Tip: Lead your longest suit to maximize the chance of completing the trick.

ON YOUR TURN

- Lead any card from your hand.
- Other players must follow suit if possible.
- If someone cannot follow suit, they pick up all played cards and lead next.
- If all follow suit, highest card wins and winner leads next.

Rolling Stone is a trick-taking card game with a twist: if any player cannot follow the led suit, they must pick up all the cards played so far in that trick. The goal is to be the first player to get rid of all your cards, making every lead a tense gamble.

Objective

Be the first player to empty your hand by winning tricks without anyone breaking suit. If a player cannot follow suit, they collect all played cards and the trick is abandoned.

Setup

1. **Players:** 4 to 6 players.
2. **Deck:** For 4 players use 32 cards (7s and up), for 5 players use 40 cards (5s and up), for 6 players use the full 52-card deck. Each player should receive 8 cards.
3. **Deal:** Deal 8 cards to each player. No cards remain in the stock.

Gameplay

1. **Lead:** The player to the dealer's left leads any card to start the first trick.
2. **Follow suit:** Each subsequent player must play a card of the led suit if they have one.
3. **Pickup rule:** If a player cannot follow suit, they must pick up all cards played so far in that trick and add them to their hand. That player then leads the next trick.
4. **Completed trick:** If all players successfully follow suit, the highest card of the led suit wins the trick. The trick winner leads the next trick. Won tricks are set aside and do not return to anyone's hand.

Winning

- **First out:** The first player to play their last card and have no cards remaining wins the game.
- **Extended play:** Other players can continue to determine finishing positions.

Variations

- **Point-based:** Instead of first-out, assign penalty points for cards remaining in hand at the end, and play multiple rounds.
- **Stripped deck:** Adjust the number of cards removed based on the player count to keep 8 cards per player.

Tips and Strategies

- Lead from your longest suit to maximize the chance everyone can follow.
- Avoid leading a suit you suspect another player is void in, or you risk giving them extra cards.
- Track which suits have been broken to predict when tricks will collapse.

Tips & Strategy

Lead your longest suit to increase the odds of a completed trick. Keep track of which players are short in certain suits to avoid leading into a pickup.

Suit tracking is essential. If you know a player is void in hearts, never lead hearts unless you want them to pick up the pile.