

Speed

2 players

52 cards

Difficulty: Easy

Duration: Short

Be the first to play all your cards onto the shared center piles.

SETUP

- Split the deck evenly between 2 players (26 cards each).
- Each player deals a draw pile of 15 and a hand of 5.
- Place 2 cards face-down in the center between players.

SCORING

- First to empty hand and draw pile wins.
- If stuck with no side cards left, fewest remaining cards wins.

Tip: Keep scanning both center piles instead of focusing on just one.

ON YOUR TURN

- Both players play simultaneously with no turns.
- Play a card one rank higher or lower onto either center pile.
- Refill your hand to 5 from your draw pile.
- If both stuck, flip new center cards from side piles.

Speed is a fast-paced two-player card game where both participants play simultaneously, racing to get rid of all their cards first. There are no turns — players slap down cards as quickly as they can onto shared piles, making it a test of reflexes and quick thinking.

Objective

Be the first player to play all of your cards by placing them on the central piles in ascending or descending order regardless of suit.

Setup

1. **Players:** 2 players.
2. **Deck:** Standard 52-card deck, divided evenly between both players (26 cards each).
3. **Layout:** Each player deals a personal draw pile of 15 cards and a hand of 5 cards. Two single cards are placed face-down in the center between the players.
4. **Start:** Both players simultaneously flip the two center cards face-up to begin play.

Gameplay

1. **Simultaneous Play:** Both players play at the same time — there are no turns.
2. **Playing Cards:** Place a card from your hand onto either center pile if your card is exactly one rank higher or lower than the top card. Suit does not matter. For example, a 7 can be played on a 6 or an 8.
3. **Wrapping:** Kings and Aces connect, so a King can be played on an Ace and vice versa.
4. **Refilling Hand:** Whenever your hand drops below 5 cards, immediately draw from your personal draw pile to refill.
5. **Stuck:** If neither player can make a move, both simultaneously flip a new card from the side piles onto the center piles.

Winning

The first player to empty both their hand and their draw pile wins the game. If both players get stuck and no side cards remain, the player with fewer remaining cards wins.

Tips and Strategies

- Keep scanning both center piles — do not focus on just one.
- Prioritize playing cards that open up more options for your next move.
- Stay calm under pressure; fumbling slows you down more than thinking briefly.

Tips & Strategy

Develop a rhythm of play rather than panicking. Quickly scan both piles before each play and keep your hand fanned so you can see all five cards at once.

While Speed is largely about reflexes, choosing which pile to play on can create or block opportunities. Sometimes playing on the less obvious pile keeps your options open.