

Thirty-One

2-7 players

52 cards

Difficulty: Easy

Duration: Short

Collect cards in a single suit totaling as close to 31 as possible.

SETUP

- Deal 3 cards to each player.
- Place remaining cards as stock with one face-up discard.
- Each player starts with 3 tokens (lives).

SCORING

- Aces: 11, face cards: 10, number cards: face value.
- Score is the sum of cards in your best single suit.
- Three of a kind scores 30.5 points.
- Lowest scorer loses one token; lose all 3 and you are out.

Tip: Knock early with 27+ to catch opponents off guard before they improve.

ON YOUR TURN

- Draw one card from stock or discard pile.
- Discard one card to keep exactly 3 in hand.
- Optionally knock instead of drawing to end the round.
- After a knock, all other players get one final turn.

Thirty-One is a quick draw-and-discard game where players try to assemble a hand totaling as close to 31 as possible in a single suit. With simple rules and fast rounds, it is ideal for casual play with groups of varying skill levels.

Objective

Collect cards in a single suit that total as close to 31 as possible. Aces count as 11, face cards as 10, and number cards at face value.

Setup

1. **Players:** 2 to 7 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Each player receives 3 cards. Place the remainder as a stock pile with one card turned face-up to start the discard pile.
4. **Tokens:** Each player starts with 3 tokens (coins, chips, or lives).

Gameplay

1. **Drawing:** On your turn, draw one card from either the stock pile or the discard pile.
2. **Discarding:** Discard one card to the discard pile, keeping exactly 3 cards in hand.
3. **Knocking:** Instead of drawing, you may knock on the table to signal that you are satisfied with your hand. All other players get one final turn.
4. **Scoring:** After a knock, all players reveal their hands. Your score is the sum of cards in your highest single suit.
5. **Special Hand:** Three of a kind (any rank) scores 30.5 points.

Elimination

The player with the lowest score each round loses one token. When a player loses all three tokens, they are eliminated. The last player standing wins.

Tips and Strategies

- Commit to one suit early rather than splitting between two.
- Knock when you have a strong hand to catch opponents off guard.
- Watch what others discard to judge whether they are close to a high total.

Tips & Strategy

Focus on one suit and grab high-value cards. Aces and face cards are your best friends. Knock early if you have 27 or more to pressure opponents.

Knowing when to knock is the most important skill. A hand of 28+ is usually safe, but if you suspect opponents are struggling, even 25 may be enough.