



ELDERCARE CARD GAME

THE PLAY (for 2 to 9 players)

Deal

Determine the first dealer in any manner you desire. The turn to deal passes on clockwise after each hand. Each player is given a set of Early Harvest organs (liver, kidneys, and heart). The remaining cards are shuffled and are dealt out one at a time, starting with the player to dealer's left and continuing clockwise until everyone has a hand of three cards.

The next card is turned face up on the table to start the discard pile, and the remaining undealt cards are placed face down next to it to form the draw pile or stock. During play, the discard pile is always kept "squared up" so that only the top card is visible and available to be taken.

Play

The player to dealer's left begins and the turn to play passes clockwise around the table. A normal turn consists of:

1. drawing the top card either from the stock pile (without showing it to the other players) or from the discard pile;
2. discarding one card face up on top of the discard pile.

Note that if you choose to take the top card from the discard pile, it is illegal to discard the same card, leaving the position unchanged. You must keep the card you took and discard one of the cards that was previously in your hand. However, if you draw the top card of the stock, you are free to discard the card that you drew onto the discard pile, leaving your hand unchanged.

Knocking

If on your turn you believe your hand to be high enough to beat at least one opponent you may knock. If you choose to knock your turn ends and you stick with your present hand. Once the player to the right of the knocker discards, players reveal their cards. Players decide which is their 'point suit' and total up the value of their cards within that suit.

The player who has the lowest hand loses a life. If the knocker ties with another player(s) for lowest hand, the other player(s) loses a life and the knocker is saved. However, if the knocker has the lowest score they lose two lives. In the event there is a tie for the lowest score between two players (neither of which were the knocker), they both lose a life.

Declaring 31

If after drawing and discarding a player achieves hand value of 31, they show their cards immediately and claim victory. In this case all the other players lose a life. A player who makes 31 after another player has knocked still declares it and every other player including the knocker loses one life.

A player who is dealt 31 in their original three cards declares it - there is no play and all the other players lose a life. If it happens that two or more players get 31 on the initial deal then all the players other than those with 31 lose.

A player who has 31 in their hand and does not declare it as soon as they make it or are dealt it cannot claim it later. An undeclared 31 in a player's hand effectively counts as 30 - if another player declares 31 the holder of the undeclared 31 will lose a life along with the other players.

Draw pile exhausted

If the stock runs out the play can continue as long as each player wishes to take the previous player's discard. If the player whose turn it is does not wish to draw the top discard, the play ends and all players show their cards and the hand is scored. If no one has knocked then the player who has the lowest score loses one life, or if there is a tie all the players with the lowest score lose a life.

Scoring

Each player begins the game with three organs (liver, kidneys, and heart). When you lose a life, you have to put one of your organs into the kitty in the center of the table. If you knock and lose, having the sole lowest hand, you put two organs (if you have that many).

If someone declares 31, all the other players have to put an organ in the kitty. If someone declares 31 after another player has knocked, the knocker just puts one organ, like everyone else.

If you have nothing left, having lost all three of your organs, you are said to be "circling the drain." If you lose while on the circling the drain, you are out of the game. If you lose two lives when you only have one organ you are also out of the game. The game continues until only one player has not been eliminated, and that player is the winner.

Note

There is a theoretical possibility of a draw if all the remaining players are circling the drain, the draw pile runs out before anyone knocks or makes 31, and all remaining players have equal scores. If this unlikely situation were to arise and it was necessary to determine a winner, the hand would have to be replayed.

"There was a smell . . ."
DEAD A WEEK
90 YRS.

"There was a smell . . ."
DEAD A WEEK
90 YRS.

"Use the back door."
NURSING HOME DEATH
85 YRS.

"Use the back door."
NURSING HOME DEATH
85 YRS.

"There was a smell . . ."
DEAD A WEEK
90 YRS.

"There was a smell . . ."
DEAD A WEEK
90 YRS.

"Use the back door."
NURSING HOME DEATH
85 YRS.

"Use the back door."
NURSING HOME DEATH
85 YRS.

"Don't open that can of worms."
COVID INHERITANCE
80 YRS.

"Don't open that can of worms."
COVID INHERITANCE
80 YRS.

"The wrong place at the wrong time."
SUBSIDIZED HOUSING VICTIM
75 YRS.

"The wrong place at the wrong time."
SUBSIDIZED HOUSING VICTIM
75 YRS.

"Don't open that can of worms."
COVID INHERITANCE
80 YRS.

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"The wrong place at the wrong time."
SUBSIDIZED HOUSING VICTIM
75 YRS.

"The wrong place at the wrong time."
SUBSIDIZED HOUSING VICTIM
75 YRS.

"I'm old, and you're in the way."
RESURGENCE
65 YRS.

"I'm old, and you're in the way."
RESURGENCE
65 YRS.

"I'm old, and you're in the way."
RESURGENCE
65 YRS.

"I'm old, and you're in the way."
RESURGENCE
65 YRS.

"We just don't have the funding."
CUTBACK CULLING
70 YRS.

"We just don't have the funding."
CUTBACK CULLING
70 YRS.

"We just don't have the funding."
CUTBACK CULLING
70 YRS.

"We just don't have the funding."
CUTBACK CULLING
70 YRS.

"My Golden Years."
THOUGHTFUL
55 YRS.

"My Golden Years."
THOUGHTFUL
55 YRS.

"My Golden Years."
THOUGHTFUL
55 YRS.

"My Golden Years."
THOUGHTFUL
55 YRS.

"Everybody takes medication."
REALIZATION
60 YRS.

"Everybody takes medication."
REALIZATION
60 YRS.

"Everybody takes medication."
REALIZATION
60 YRS.

"Everybody takes medication."
REALIZATION
60 YRS.

HEALTH CARE

HEALTH CARE

HEALTH CARE

HEALTH CARE


"My children's children - they must be provided for."
ANTICIPATION
50 YRS. OT

"My children's children - they must be provided for."
ANTICIPATION
50 YRS. OT


"My children's children - they must be provided for."
ANTICIPATION
50 YRS. OT

"My children's children - they must be provided for."
ANTICIPATION
50 YRS. OT


SELF CARE




SELF CARE




WEALTH CARE




WEALTH CARE




SELF CARE




SELF CARE




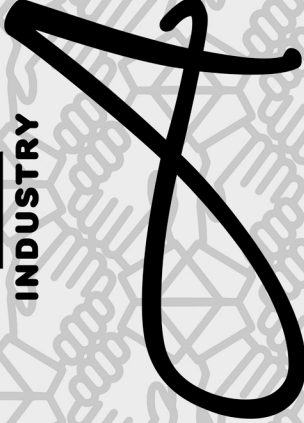


WEALTH CARE




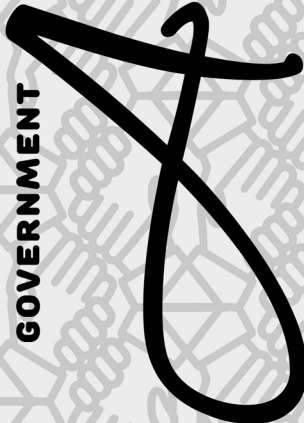


WEALTH CARE




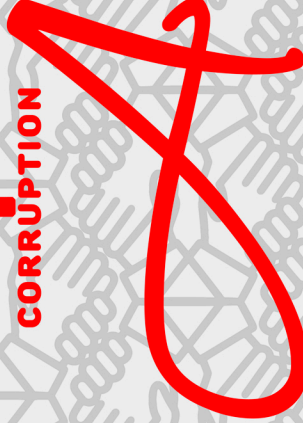


INDUSTRY


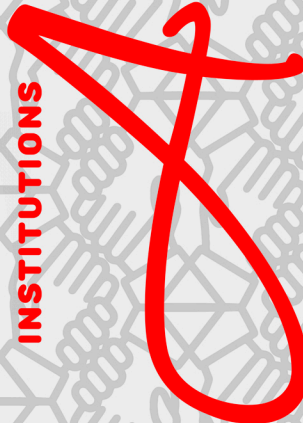


GOVERNMENT

CORRUPTION

INSTITUTIONS

Early Harvest

It's good to know ...
You've helped others Before you go.

It's the Law.

Liver

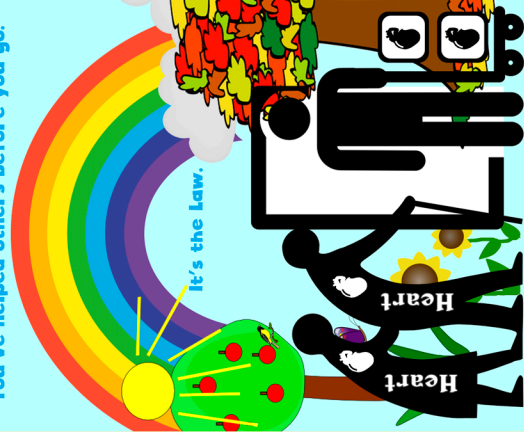


Early Harvest

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Heart



Early Harvest


It's good to know ...
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Kidneys



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