

31 Rules

INTRODUCTION: 31 is a set collection game. Players receive a three-card hand and try to collect cards in a single suit that total 31 points. Players will draw and discard cards as they try to make sure they do not have the lowest total at the table.

PLAYERS: The game can be played with 2 to 8 players.

OBJECTIVE: Players start with three lives. These lives are represented as coins placed in front of each player at the start of the game. If they lose these three lives (coins) then they are considered “on their honor” and they receive one forth/final coin. If a player is “on their honor” and loses the forth coin, that player is eliminated from the game. The remaining players continue to play until only one player is remaining in the game. The final remaining player is the winner of the game.

THE PACK: A standard 52 card deck is used.

CARD POINT VALUES:

- Aces = 11 points
- Face cards (Kings, Queens, and Jacks) = 10 points
- All other cards (2-10) = face value

A hand's total is determined by adding up all cards of the same suit then determining which suit has the most points. Or, if the three cards have the same rank (3-of-a-kind), the hand total is worth 30 points. Scenarios and examples are listed below:

- The maximum hand total points is 31, which consists of an ace and two ten point cards all of the same suit.
 - Example: ♣️ A, ♣️ Q, ♣️ 10: 31 points (11 + 10 + 10)
- If all three cards are the same suit, add all three together, this is the hand's total points.
 - Example: ♥️ J, ♥️ 7, ♥️ 6: 23 points (10 + 7 + 6)
- If two cards are the same suit add those together and compare to the point value of the third card, the suit with the higher total is the hand's total points.
 - Examples: ♦️ Q, ♠️ 7, ♠️ 5: 12 points (7 + 5)
 - ♣️ A, ♦️ 5, ♦️ 4: 11 points (11 vs. 5 + 4 = 9)
- If none of the cards are the same suit, then the card with the highest point value represents your hand total.
 - Example: ♣️ K, ♥️ 9, ♠️ 2: 10 points (10 vs. 9 vs. 2)
- If a hand with three cards of the same rank (3-of-a-kind) that hand total is 30 points.
 - Example: ♣️ 8, ♥️ 8, ♠️ 8: 30 points (3-of-a-kind is worth 30)

DEAL: The dealer is determined randomly and passes clockwise after each round. After shuffling the deck, the dealer deals cards face down one at a time to each player starting with the player to the left of the dealer until each player has three cards. Next, take the top card of the deck and place it face up in the middle of the table to create a discard pile. Then, set the remaining cards face down next to the discard pile to form the draw pile. The player to the dealer's left is the first player.

PLAY: The first player begins play. Then, play passes clockwise around the table. On a player's turn they can perform one of the following three actions.

1. Take the top card of the draw pile into their hand and then discard any card to the discard pile.
2. Take the top card of the discard pile into their hand and then discard any card other than the one taken to the discard pile. You are not allowed to discard a card that was drawn from the discard pile at the beginning of your turn.
3. Knock. On a player's turn they may knock to indicate that they are satisfied with their hand and want to bring this round to an end. This ends their turn and all other players receive one final turn before comparing hand values.

If after drawing and discarding the player has 31 points, they must immediately reveal their hand ending the round.

END OF ROUND: The round can end in three ways.

1. The round immediately ends if someone reveals a hand worth 31 points.
2. The round immediately ends if the draw pile is exhausted and a player declines to take a card from the discard pile.
3. If someone knocks, all other players receive one more draw and then the round ends. However, if a player reveals a 31 point hand or the draw pile being exhausted preempt this rule and end the round immediately.

DETERMINING WHO PAYS/LOST A ROUND:

- If a player's hand totals 31 points, then they immediately reveal their hand and the round ends. All other players who have a hand totaling less than 31 lose a coin. The only time it is possible for multiple players to have 31 is immediately after the cards are dealt.
- If no 31 point hand was revealed before the round ends, then the player or players with the lowest points lose a coin. If multiple players are tied for the lowest score total, each of them loses a coin.
- If a player knocks and another player reveals a 31 point hand or the player who knocked ends with the lowest or tied for the lowest points, then the player who knocked loses TWO coins instead of the normal one. If a player knocks with one original coin left and someone else revealed 31 or the player who knocked has the lowest or tied for lowest points, they will lose their last coin and their "on their honor" coin.

WINNING THE GAME: The final player with coins remaining is the winner and collects all of the coins.

VARIATIONS:

1. Knocking Under the Gun – The first player to play after the cards have been dealt but before any cards are drawn to immediately reveal their hand. When this happens all other players also reveal their hand and player(s) with the lowest hand value lose a life. If the knocker has the lowest score, then normal knocking rules apply.
2. Shared Pain - If a player knocks and is tied for the lowest hand value at the end of the round, they only lose one life. They still lose two lives if they have the lowest hand value (not tied).
3. Forgiving Knock - If a player knocks and a player declares 31, the knocking player only loses one life instead of two.
4. Headshaker Knock - If a player knocks and is tied for the lowest score, they lose one life and other tied players do not lose a life.
5. Power Triplets - Three of a kind are worth 30.5 instead of 30
6. Knock requirement - Minimum value = VALUE (17, 19, 21, etc.)
7. Knock requirement – Must have three cards of the same suit
8. Change the number of lives