

Hearts Card Game Rules

THE PACK: The standard 52-card pack is used.

OBJECTIVE: Be the player with the lowest score at the end of the game. The game ends when the Target Score is met or exceeded by a player. Sovranti Target Score game options include a standard game (play to 100) and a short game (play to 50).

SET UP: Remove cards based on the number of players so that when the deck is dealt out each player receives the same number of cards. Once the cards have been removed and the remaining deck has been shuffled, deal one card face down to each player until all cards have been dealt. The chart below shows the set up.

# of Players	# of Cards Received	Starting Card	Cards Removed from Deck
3	17	2 ♣	2 ♦
4	13	2 ♣	
5	10	2 ♣	2 ♦ 3 ♣
6	8	2 ♣	2 ♦ 3 ♦ 3 ♣ 4 ♣
7	7	2 ♣	2 ♦ 3 ♦ 3 ♣

PASSING CARDS: After looking at their own hand, each player chooses 3 cards to pass to another player. Players must select the cards they are passing and give them to the appropriate player before they are allowed to look at the cards passed to them. The player a person passes to changes in each round according to the chart below:

# of Players	Passing Order
3	Pass left, Pass right, Repeat
4	Pass left, Pass right, Pass across, No passing, Repeat
5	Pass left, Pass right, Repeat
6	Pass left, Pass right, Repeat
7	Pass left, Pass right, Repeat

For example, in a 4 player game during the first hand each player passes 3 cards to the person on their left. During the second hand they pass to the player on their right. During the third hand they pass to the player across from them. During the fourth hand there is no passing. For the fifth hand the cycles repeat, and they pass to the person on their left. This cycle continues until the game ends.

PLAYING: Once any passing is complete the player with the 2 of clubs leads the first hand. Each player must follow/play the same suit that was led if they are able. For example, for the first hand, when the 2 of clubs is played, all players must play a club if they have a club. If a player does not have any of the suit that was led, they may play any card in their hand. The one exception is neither a Heart nor the Queen of Spades can be played on the first hand. If a player is unable to follow suit and subsequently plays a Heart or if the Queen of spades is played then "Hearts are Broken".

When starting a new hand, the Queen of Spades may be led/played first at any time, but Hearts may not be led until Hearts have been Broken in the round. The player with the highest card in the suit that was led wins the hand/trick. When a player wins a trick, they take all the cards that were played in that hand and puts them in their own discard pile face down. That player then plays the first card in the next hand. Hands continue until all cards have been played.

SCORING: After players have played all of the cards in their hand they determine their score for the round. Players look at their discard pile. Each heart is worth 1 point, and the Queen of Spades is worth 13 points.

SHOOTING THE MOON: If a player manages to take all 13 Hearts and the Queen of Spades then they have "Shot the Moon". In this case all the other players receive 26 points and the player that Shot the Moon receives 0. Players add their point total to their previous score to determine their current score.

ENDING THE GAME: The game ends when any player's score meets or exceeds the Target Score. The Target Score is agreed upon prior to starting the game. Sovranti allows hosts to choose between playing to 50 or 100 points.