

♣ ♦ FRIENDLIER THAN THOU ♥ ♠

[Rules for Younger Friends]

The setting is 19th century America, and the 2-4 players in this game represent a newly formed Monthly Meeting. Your Meeting's goal is to lead a proper Quaker life and impress your skeptical peers in the larger Yearly Meeting. Because a Monthly Meeting is only as strong as its weakest links, your new Meeting will be judged based upon the performance of your most dubious member.

In the Basic Game, the Meeting is judged simply in terms of the cards won by the player with the fewest points. In the Advanced Game, the suits of the cards won are also taken into consideration. The Basic Game is quite simple, and the Advanced Game can be challenging.

Sequence of play. This game is played in a manner similar to many other card games, such as bridge or hearts:

1. Deal an even number of cards to each player. Each player should hold her cards so that no other player can see them. *(In the 3-person game, the dealer gets the extra card. After each game, rotate the dealer clockwise.)*
2. The dealer plays the first card by laying it face-up on the table. *(This first card is called the "lead" in many card games, or if you prefer, a "leading" in this game.)*
3. Continue clockwise around the table until each person has played a card.
4. The person who played the highest card collects the cards on the table. *(This is called "winning the trick" in many card games, or if you prefer, "gathering the meeting" in this game. The ranking of the cards, from lowest to highest, is 2-3-4-5-6-7-8-9-10-J-Q-K-A.)*
5. The person who just won the trick plays the next lead card.
6. Repeat Steps 3-5 until all cards are played.

Scoring. The group of players (or "Monthly Meeting") receives a single joint score:

1. Each player counts up the total number of points that she has won. Numbered cards count for the equivalent number of points (e.g., a 2♣ is worth 2 points). Jacks, Queens, and Kings are worth 15 points each, and Aces are worth 20.
2. The group's score is simply the lowest score that a player obtained. *(For instance, if the players in a three-person game have scores of 177, 100, and 193, the score for the Meeting is simply 100.)*
3. Depending on the number of players participating in the game, here is how your Monthly Meeting fared. In the manner of Friends, high scores should not be boasted, lest other Friends judge themselves too harshly. Low scores, however, can be shared publicly and may lead Monthly Meetings to seek outside guidance in the future. *(If your Meeting obtains a score above those shown on the chart, Friends are invited to re-center themselves and count again.)*

The result...	Score with 2 players	Score with 3 players	Score with 4 players
You are read out of the Yearly Meeting.	< 170	< 110	< 80
You are placed on probation by the Yearly.	170-199	110-129	80-99
You are welcomed into the Yearly Meeting.	200-214	130-139	100-106
The next Yearly Meeting is held in your town.	215-229	140-149	107-114
Your Meeting becomes a permanent retreat center.	230-238	150-157	115-119