

♣ ♦ FRIENDLIER THAN THOU ♥ ♠



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. The members of a sound Monthly Meeting seek a balance among four virtues: ♣ (community), ♦ (clearness), ♥ (love), and ♠ (good works). Also, because a Monthly Meeting is only as strong as its weakest links, your new Meeting will be judged based upon the performance of its most dubious member.

Sequence of play.

1. **Deal** an even number of cards to each player. (*In the 3-person game, the dealer gets the extra card. After each game, rotate the dealer clockwise.*)
2. Establish a **care committee** by having each player place one card, face-down in a pile. Set this pile aside until Step 7. (*If you are in a three player game, the player with an extra card adds it to this pile.*)
3. The **lead** card, or *leading*, can come from any player. Strict silence is observed, and anyone who wishes to lead must say, "So moved." If the speaker is uninterrupted, she leads the next card. If two people speak at once—even for a moment—they must both discard their lead cards, and the Meeting returns to silence in anticipation of the next leading. A player who leads without speaking is *elderred* and must discard the lead card before a proper lead may be made. (*Meetings unaccustomed to prolonged silences may waive this challenging rule. In these programmed Meetings, the dealer leads first; thereafter, the person collecting cards in Step 5 leads next.*)
4. **Continue clockwise** until each person has played a card. Each card played must be the same suit as the lead card (this is called *following the leading*). If a player cannot follow suit, she may play any card from her hand.
5. The person who played the **highest card in the lead suit** collects the set of cards on the table. Display this set (often called a *trick*) with one card of your choosing face up and the other cards face down. (*The ranking of the cards is standard, except that Aces may be played either as the highest or the lowest card. Aces are assumed to be high unless a player says that it is a humble ace.*)
6. **Repeat** Steps 3-5 until all cards are played.
7. Finally, Friends **reach unity** on who shall receive the four face-down cards laid aside in Step 2.

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

1. Each player sorts the cards she has won into the four suits and **discards cards** until each suit has an equal number of cards. (For example, if I have won 12 cards, including five ♣, three ♦, two ♥, and two ♠, I must discard three ♣ and one ♦.)
2. Each player **adds up** the total number of points that remain. 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, regardless of whether they were played high or low.
3. The Monthly Meeting's score is the sum of each player's hand, with the **lowest scoring hand counting twice**. (*For instance, if the players in a three-person game have scores of 40, 35, and 73, the score for the Meeting is $73 + 40 + (35 \times 2) = 183$.*)

Depending on the number of players participating in the game, here is how your Monthly Meeting fared. Whether high or low, Friends are admonished to reflect upon their Meeting's score in reverent silence.

The result...	Score with 2 players	Score with 3 players	Score with 4 players
You are read out of the Yearly Meeting.	< 300	< 275	< 250
You are placed on probation by the Yearly.	300-449	275-399	250-349
You are welcomed into the Yearly Meeting.	450-599	400-549	350-499
The next Yearly Meeting is held in your town.	600-649	550-599	500-549
Your Meeting becomes a permanent retreat center.	650+	600+	550+