

# Spit

A two-player game that rewards alertness and speed

Object of the game: Each player aims to get rid of all his cards

Deal: All the cards are dealt out equally between the two players. Before play starts, each player lays out a row of cards in front of himself as follows.

- 1) Start from the left and make a row of three cards placed face down followed by a fourth card placed face up.
- 2) Place a second face-down card on each of the first two face-down cards. Place a face-up card on the third. Leave the fourth card alone.
- 3) Place a face-down card on the first pile and a face-up card on the second.
- 4) Place a face-up card on the first pile.

Each player then places the rest of his cards face down in a pile to the left of the row.

Play: When both players are ready, one of them calls "Spit!" immediately both players take the top card from their spare piles and places them side by side, face-up, in the center.

Playing into the center: Each player then quickly plays as many cards as possible from his row of face-up cards onto either of the face-up cards in the center of the table. Here's how: a card may be played into the center if it has a number value either one higher or one lower than a central face-up card. (For example, a 9 or a jack and be placed on top of a face-up 10. Either a king or a 2 can be placed on an ace).

Playing the face-down cards: If playing a face-up card into the center exposes a face-down card in a player's row, this card should be turned face-up. Players continue to play onto the central piles in this manner until neither player can put out any more of his cards.

Spit: If neither player can play any card from his row of face-up cards, one of the players calls "Spit!" Both players take the top card from their piles of spare cards and place them face up on their central piles. If possible, players then resume playing cards into the center from their face-up piles. But if players still cannot add any cards from their face-up rows, the other player calls "Spit!" and both players again play the top card from their spare piles. They continue this way until either player can play a card from his row. If a player wishes to call "Spit!" and both players' spare piles have been used up, each player takes his own central pile and turns it face-down to form a new spare pile. The player then calls "Spit!" and play continues as before.

End of a round: When a player has played all the cards from his face-up row into the center, he calls "Out!" and wins the round. He picks up his spare pile. The other player then collects both central face-up piles, picks up the cards left in his row, and adds all these cards to the bottom of his spare pile.

Starting a new round: Players lay out their cards as for the first round. New rounds are played in the same way as the first round except that if one player does not have enough cards for a spare pile, he does without and both players play onto a single central pile.

End of the game: A game is won by the first player to get rid of all of his cards.

Adapted from The Little Giant Encyclopedia of Card Games (Sterling, 1995)