

I Doubt it

Objective

To be the first player to get rid of all their cards.

When a player puts their last card on the table and either is not doubted or, upon being doubted, is shown to have announced correctly, they win the game.

The Deal

- Deal two or three cards at a time to each player starting on the left.
- On the last round of dealing, the cards are dealt out one at a time as far as they will go
- Cards have no actual value but are played in sequence with aces first, twos, then threes, and so on

The Play

1. Each player on the dealer's left places one to four cards, face down on the table. As they put them down, the player announces that they are putting down as many aces as the number of cards.
 - For example, the player may put down three cards saying, "three aces." However, the cards do not need to be aces; the player does not have to tell the truth!
2. Any player at the table may say "I doubt it" in which case the cards must be turned up.
 - If the player's statement was true, the 'doubter' must take up all the cards that have been played and add it to their hand.
 - If the player was caught playing the wrong cards, that player must take all the cards into their hand.
3. When an announcement is not doubted, the cards remain face down in front of the player until, by rules of the game, some player is compelled to add cards to their hand.
4. The next play continues with threes, and so on around the table. After a king is played, the next player will begin with aces again.
5. The game ends with the last player successfully plays a hand and is not doubted or plays the correct card(s)