

Deck

Standard 52-card deck, with three Jokers.

Card Values

Poker Suits: ♠ > ♥ > ♦ > ♣ **OR** *Austrian suits:* ♥ > ♦ > ♠ > ♣

Deuces High, Jokers Wild

2 > A > K > Q > J > 10 > 9 > 8 > 7 > 6 > 5 > 4 > 3

A Joker can be played as any card, and thus cannot beat the highest 2.

Dealing

The Asshole deals to *is left, until the deck is emptied. If there is no Asshole, all players draw a card from the deck: the person who draws the lowest-ranked card shuffles and deals.

Starting

If there is an Asshole and a President, the Asshole exchanges *is *two lowest*-ranked cards for the President's *two highest*. The Asshole may choose to not pass the **3♣** if *e holds it.

If there is a Half-Ass and a Vice-President, the Half-Ass exchanges *is *highest*-ranked card for the Vice-President's *lowest*.

After cards are appropriately exchanged, the person holding the **3♣** plays that card as the *lead trick*. *E may play it in a *pair, trip, or four* if *e holds other threes, and chooses to do so.

Playing

Play moves left (clockwise), with each player playing a trick that beats the previous. Each player must play the same number of cards as the lead trick.

When playing matching pairs (for example, a pair of sevens on a pair of sevens) the highest-suited card determines the rank. For example, using Austrian suits, it is legal to play **7♥7♣** on top of **7♦7♠**, as hearts outranks diamonds.

If a player cannot (or chooses not to) play a trick, they sit out the rest of that round.

When an unbeaten trick is played, the player who played it leads the next round with any card or cards in *is hand.

It is illegal to play a *pair* if they are the last two cards in-hand.

Winning and Losing

The first person to play their last card becomes the President, and the last becomes the Asshole. If there are five or more players, the second person to play their last card becomes the Vice-President, and the second-last becomes Half-Ass.

When all players have played all their cards, the Asshole shuffles and deals again.