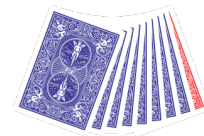


Double Dealing Shuffle

In Double Dealing Shuffle, two players will face off in a sleight of hand duel. Player's will be simultaneously shuffling their decks of cards, trying to keep track of where their opponent has shuffled their red card too, while not losing track of their own.

Setup

Give each player 9 cards. They then flip 8 of them to the blue side and one of them to the red side.



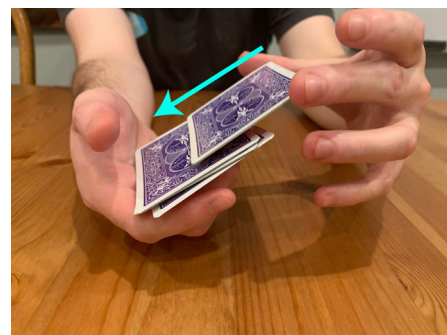
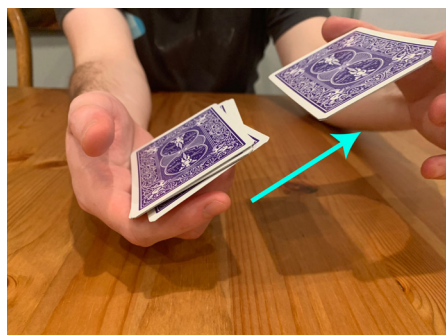
Game Overview

The goal of the game is to win more rounds than your opponent by having more correct guesses than your opponent about where their red card is, as well as your own. A round consists of two phase, "Shuffle and Split" and "Guess and Score". Go through each phase one after the other until someone wins the game.



Shuffle and Split

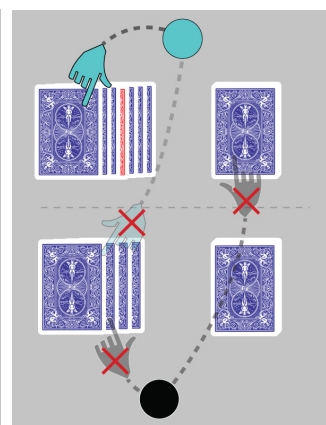
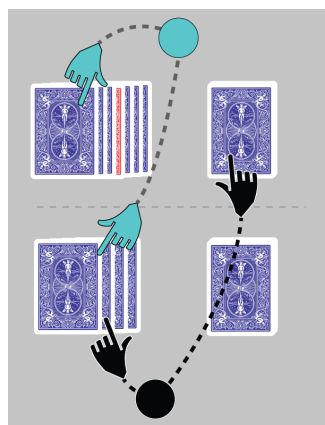
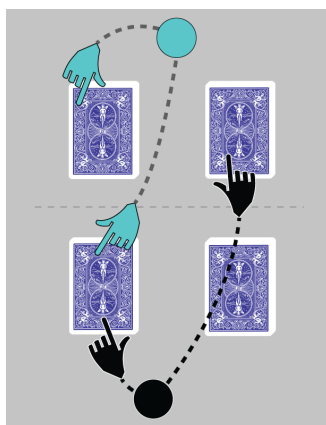
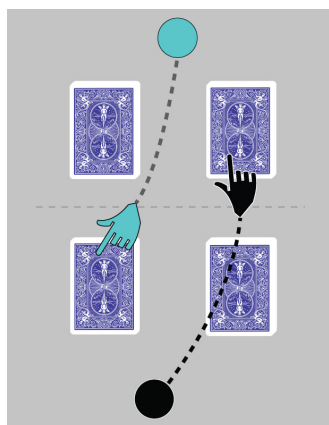
1. The Caller for this round is the last person to lose a round (for the first round choose a Caller as you like).
2. Each player takes their red card, shows it to their opponent and then puts it at the bottom of their deck
3. The Caller will now count off three shuffles by saying "1, 2, 3". On each count, both players will make one shuffle of their deck at the same time. A shuffle consists of holding your deck in one hand, then with the other lifting a portion of the deck and then sliding it back down into the deck as shown below. This must remain visible to both players. (The rules of a shuffle are intentionally left a bit vague to allow for some trickery. The important part is shuffling to the count and that the shuffling is visible)



4. Players then cut their decks into two piles and place these two piles in front of them. These two piles do not need to have an equal number of cards. In fact it is important that you think about how you want to split your deck.

Guess and Score

1. **Guess:** When the Caller says "Guess", both players simultaneously point with one hand to their opponent's pile they think has the red card in it.
2. **Check:** Keeping that hand in place, when the Caller says "Check", both players simultaneously point with their other hand to their own pile they think has their red card in it.
3. **Reveal:** Using their "check" hand, each player then fans out the pile of their own cards their "check" hand is pointing to. Now you will know who guessed correctly for the guess and the check.
4. **Score:** Each hand pointing at a pile without a red card or pointing at the same pile as your opponent goes to your lap. Whoever is left with a hand on the table has won the round! If no one does or players have the same number, then the round ends in a tie. For each hand the winner has left on the table, they take that many blue cards from their deck and give them to their opponent to add to their deck. If a player has 6 or fewer cards in their deck, they win the game! Otherwise start a new round.



(front)



A highly decorative red and white playing card, likely the Queen of Spades. The central illustration depicts a winged figure, possibly a cherub or angel, holding a long, ornate sword vertically. The figure is framed by a circular border. Below this, a smaller, inverted circular frame shows a similar figure. The entire central composition is set against a background of radiating lines. The card is surrounded by an elaborate, symmetrical border of floral and scrollwork patterns. The corners are adorned with stylized floral motifs. The overall design is intricate and classic, characteristic of traditional playing card art.



(front)



(back)