

Arizona Spaghetti Rules

Version: 09.30.16

LETS TRY IT OUT

Arizona Spaghetti is a card game for 3 to 8 players, where the player with the LOWEST score after six (6) rounds wins the game.

- **SETUP:** Refer to table **Deck Setup** to determine if any cards must be removed from deck. Deal out the cards evenly to all players. →
- Each player should organize their cards by suit (♣, ♠, ♥, ♦).

PLAY

- The term **TRICK** means all players have played one card.
- Starting with person sitting to the **left of the dealer**, each player plays a card in clockwise order around the table. All players must follow the suit (♣, ♠, ♥, ♦) led by the 1st player in the **TRICK**, if they have it, regardless of what other cards are played previously in the **TRICK**.
- Only cards of the **led suit** are used to determine who **takes the TRICK** and any associated points. Refer to the table **Rounds** on Page 2.
- If a player has no cards of the led suit they can play any card.
 - For rounds **2, 4 and 6** there is a **RESTRICTED** suit which **CANNOT** lead a hand until it is **BROKEN**.
 - **How to BRAKE a Suit:** If a player cannot follow suit, they can play any card. The suit they play is now considered **BROKEN**. After this occurs in a **TRICK**, any player can now led the **TRICK** with a **RESTRICTED** or **BROKEN** suit for that round.
 - Refer to the table **Rounds** on Page 2 for the **RESTRICTED** suits in rounds 2, 4 and 6.
- After **all players have played** a card the **TRICK** is completed. The player with the **highest card of the led suit** (refer to **Card Rank Order** table) takes all the cards played in the **TRICK** and sets them aside.
- The person who **took the last TRICK** starts the **next TRICK** with a card of their choice that follows the **RESTRICTED/BROKEN** suit rules for the round.

Deck Setup

# of Players	# Cards Per Player	Cards to Remove
3	17	2 of ♣
4	13	None
5	10	2 of ♣ 2 of ♦
6	8	2 & 3 of ♣ 2 & 3 of ♦
7	7	2 & 3 of ♣ 2 of ♦
8	6	2 & 3 of ♣ 2 & 3 of ♦

Card Rank order (highest to lowest)

- **Ace**
- **King**
- **Queen**
- **Jack**
- **Ten through Two**

**PAGE 2 Is Next
with END of
ROUND & POINTS**

Arizona Spaghetti Rules

END of ROUND & POINTS

- After all cards in the players hands have been played OR All possible pointer cards have been played the round is over and points are calculated. (See below Table **Rounds**)
- The point cards change each round (See below Table **Rounds**).
- Deal rotates clockwise around the table and the next round starts.
- Play continues until all 6 rounds have been completed. **LOWEST** score after 6 rounds wins the game.

ROUNDS

Round #	Pointer Card(s)	Points	Notes
1	Each TRICK	10	<ul style="list-style-type: none"> • Each TRICK that a player takes is worth 10 points
2	Each ♥ Card	10	<ul style="list-style-type: none"> • ♥s is the RESTRICTED suit this round. After a ♥ card is played in a hand which was started with ♣, ♠, or ♦ then any player can start a TRICK with a ♥. • Round is OVER after LAST ♥ card is played
3	Each QUEEN Card	25	<ul style="list-style-type: none"> • Round is OVER after LAST QUEEN is played
4	KING OF ♠s	100	<ul style="list-style-type: none"> • ♠s is the RESTRICTED suit this round. After a ♠ card is played in a hand which was started with ♣, ♥, or ♦ then any player can start a TRICK with a ♠. • Round is OVER after KING OF ♠s is played
5	LAST TRICK	100	<ul style="list-style-type: none"> • Player who takes the LAST TRICK gets 100 POINTS
6	ALL OF THE ABOVE: 1) Each TRICK 2) Each ♥ Card 3) Each QUEEN 4) KING OF ♠s 5) LAST TRICK	1) 10 2) 10 3) 25 4) 100 5) 100	<ul style="list-style-type: none"> • ♥s is the RESTRICTED suit this round, just as in round 2. • ♠ SPADES is NOT a RESTRICTED suit this round <p>Scoring Example: The Queen of ♥s is worth 45 points this round. (♥ card 10 + Queen 25 + the TRICK it was taken in 10 = 45)</p>