

Complete Rules For Playing With



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Quick-Start Summary

- ★ To affect yourself: reveal a Draw, Reverse, or Skip from your hand on your turn. Revealed cards are redealt when they take effect.
- ★ To affect the next player: play a Draw, Reverse, or Skip. Played cards are not redealt.
- ★ Draw: redealt as two cards or causes the next player to draw two.
- ★ Reverse: pauses the player's turn and reverses the order of play.
- ★ Skip: ends the player's turn.
- ★ Draw, Reverse, and Skip are face cards with suit and unordered rank.
- ★ Jokers are wild, but cannot be a Draw, Reverse, or Skip.

Introduction

The Extended Deck™ is a 66 card deck of playing cards, composed of the standard 52 cards and 2 Jokers, plus 4 Draw, Reverse, and Skip cards (one of each suit).

Any **multiplayer turn-taking card game commonly played using a full standard deck** can be played with the Extended Deck by applying this uniform set of rules.

Summaries of game-specific applications of these rules are provided for a few popular card games.

Definitions

- **Common card:** a card whose state is applied uniformly to all players.
- **Play:** move a card face-up from one zone to another.
- **Redeal:** remove and replace a card with one or more using the same method as it was dealt.
- **Reveal:** expose a card's face without changing its zone.
- **Round:** a full cycle of turns.
- **Turn:** a player's opportunity to act.
- **Zone:** a distinct area of the game where cards may be, e.g. a player hand, player table area, discard pile, stock pile, etc.

RULE 1. Jokers are wild.

- Wild cards may represent any card in the standard 52 card deck.
- A wild card may not duplicate another card in a grouping of cards the wild card belongs to, e.g. a hand, trick, book, etc.
- A wild card's value is not static.
- A wild card's value may be assumed to be the most beneficial value possible at any time.
- If a wild card's value cannot be determined by the rules of the game, the value is that which the card's player intends.

RULE 2. Any Draw, Reverse, or Skip cards that are revealed during the player's turn are immediately redealt, and apply to the player revealing them.

- Each Draw, Reverse, and Skip card that is revealed during a player's turn is immediately redealt in the same way it was dealt.
- A redealt card is no longer in play, it may be removed, put aside, turned face down, etc.
- All redealt cards' effects apply to the player they were dealt to.
- If multiple cards are revealed simultaneously, their effects are cumulative and take place simultaneously.
- If comparing hands to determine a winner, any Draw, Reverse, or Skip cards revealed are redealt before determination.

Card effects when REDEALT:

a. When a **Draw** is redealt, a second card is dealt to the player in the same manner.
If there is no pile from which to deal a card, nothing happens.

b. When a **Reverse** is redealt, the affected player's turn is paused, and the order of play is reversed. When play returns to the affected player, their turn resumes.

Multiple redealt Reverse cards have cumulative effect: any number of Reverse cards pause the player's turn, and an odd number of Reverse cards reverses order.

- c. When a **Skip** is redealt, the affected player's turn is ended.
Multiple redealt Skip cards have the same cumulative effect as one.
A Skip card revealed with a Reverse does end the player's turn.

RULE 3. Any Draw, Reverse, or Skip cards that are played affect the player whose turn is next.

- Unlike when revealed, a played card is not redealt, and its effects apply to the next player.
- Played card effects take place in the order they are played. If multiple cards are played simultaneously, their effects take place in the order the player intends.

Card effects when PLAYED:

- a. When a **Draw** is played, the next player must draw two cards.
If there is no pile from which to draw a card, nothing happens.

- b. When a **Reverse** is played, the order of play is reversed. The next turn will be that of the first player in the new order of play whose turn is not ended and is not the affected player.

- c. When a **Skip** is played, the affected player's turn will end immediately when it begins.

RULE 4. Common Draw, Reverse, and Skip cards dealt as common cards are immediately redealt, then effects apply in deal order.

- All Draw cards are redealt as two cards rather than one.
- Then Reverse and Skip card effects apply to players in the order they were dealt, starting with the player whose turn is beginning.

5. Draw, Reverse, and Skip cards are face cards with a suit and unordered rank.

- Draw, Reverse, and Skip cards have standard suits.
- Their ranks are "Draw," "Reverse," and "Skip," which have no value nor position in rank ordering.
- They can be compared to other cards' suits but are disregarded in decisions regarding rank order.

6. The rules of the game being played are not changed, though they may need clarification.

When beginning a game, consider the rules regarding any aspect which the Extended Deck modifies:

- the number of cards in the deck
- the number and nature of face cards/letter cards

Typical game rule clarifications:

a. Games which begin by dealing out the entire deck may (but need not) begin by dealing the usual number of cards instead.

- This will create a draw pile, enabling Draw cards to have effect.
- This will cause cards to remain undealt, which can make some games unwinnable or introduce the concept of a misdeal.
- Rules and game conditions regarding "all cards" will apply only to cards in play, not those in the draw pile.

b. Games with ordinarily equal hand sizes that play until all hands are depleted must play to the same specific number of turns or rounds which are ordinarily played, since Draw cards can change the size of individual hands.

Game-specific applications of these rules

This section includes some "cheat sheets" you can use to apply these rules to your favorite card game. Each section assumes knowledge of the rules of the game and only contains notes on the use of the Extended Deck with them.

For the basic rules of any game, <https://www.pagat.com/> is an excellent resource.

Baccarat

The dominant form of Baccarat is Punto Banco but there are varieties of the game such as Chemin de Fer and Baccarat Banque a.k.a. Baccarat à Deux Tableaux. The rules of the Extended Deck apply identically to them all.

Baccarat with an Extended Deck is no longer dealer-advantaged! It can be summarized as follows:

- Jokers are wild, representing the card that makes the hand total closest to 9 without duplicating another card in that hand. (Rule 1)
- Revealed Draw, Reverse, and Skip cards are redealt to the hand on the hand's turn when revealed, which is as that hand's turn begins in face-up variants. Their effects take place when redealing is complete. (Rule 2)
- Draw cards are redealt as two cards instead of one. (Rule 2a)
- Reverse cards pause the hand's turn and reverse the order of play. This can lead to the Dealer playing first! (Rule 2b)
- Skip cards end the hand's turn, forcing a stand! (Rule 2c)
- Because drawing rules are fixed in Punto Banco, if a Skip or Reverse card results in the Dealer hand playing first, the Dealer hand plays as the Player and vice versa. (Rule 6)

Beggar My Neighbor

Beggar My Neighbor, and its slapping variant Egyptian Ratscrew, played with the Extended Deck has a few varieties, and can be summarized as follows:

- Jokers are wild; the player must declare its value after playing it. Usually the card declared will be a pay card, or a duplicate which allows the player to immediately slap the stack. (Rule 1)
- **Optional rule:** deal 52 cards to create a draw pile. (Rule 6a)
- The letter cards (Ace, King, Queen, and Jack) are the only pay cards. Draw, Reverse, and Skip are face cards but not pay cards. (Rule 5)
- **Optional rule:** paying with a non-pay face card ends pay with no winner, continuing play without awarding the stack. (Rule 6)
- When paying a pay card, any Draw, Reverse, or Skip cards played take effect after payment is complete (or a new pay card is played by the paying player) in the order they were played. (Rule 3).

- A Draw played causes the next player to draw 2 cards if possible. The drawn cards may not be viewed by the drawing player, but can be placed anywhere in their deck. (Rule 3a)
- A Reverse played reverses order of play; in a 2 player game it skips the next player's turn. (Rule 3b)
- A Skip played skips the next player's turn. (Rule 3c)

Blackjack

Blackjack with an Extended Deck is no longer dealer-advantaged! It can be summarized as follows:

- Jokers are wild, representing the card that makes the player's hand total closest to 21 without duplicating another card in that player's hand. (Rule 1)
- Draw, Reverse, and Skip cards are redealt to a player immediately when their turn begins. Card effects take place when this redealing is complete. (Rule 2)
- Draw cards are redealt as two cards instead of one, potentially causing a bust! (Rule 2a)
- Reverse cards pause the player's turn and reverse the order of play. This can lead to the Dealer playing before other players! (Rule 2b)
- Skip cards end the player's turn, forcing a stand! (Rule 2c)
- Scoring suggestion: to restore dealer advantage, make pushes a dealer-win condition (no ties, players must beat the dealer to win).

Bluff

Bluff a.k.a. Cheat/Bullshit/Doubt-It played with the Extended Deck can be summarized as follows:

- Some variants of Bluff do not involve turn-taking, but turn-taking is required for use of the Extended Deck. (Introduction)
- Some variants of Bluff proceed in rank order. Draw, Reverse, and Skip cards are not a part of this order. So when a player is required to play a specific rank, Draw, Reverse, and Skip cards may be played face-down in a bluff but always fail a challenge. (Rule 5)
- Begin by dealing the number of cards to each player that is normally dealt when using a standard deck so that Draw cards can have effect. (Rule 6a)
- Jokers are wild. (Rule 1)
- If only one card is being checked during a challenge, a Joker always wins the challenge. (Rule 1)
- If more than one card is checked during a challenge, Jokers may not duplicate another card revealed in the challenge. (Rule 1)
- Plays with five or more cards of the same rank (e.g. "Five Aces") always fail a challenge. (Rule 1)
- Players may reveal any Draw, Reverse, or Skip cards from their hand. These cards are redealt during that player's turn and affect that player. (Rule 2)
- Redealt Draw cards are redealt as two cards instead of one. (Rule 2a)
- Redealt Reverse cards reverse order of play but don't cause the player to pass their turn. (Rule 2b)
- Redealt Skip cards cause the player to pass their turn in the established order of play. (Rule 2c)

Bridge

Bridge played with the Extended Deck can be summarized as follows:

- Begin by dealing 52 cards so Draw cards can have effect. (Rule 6a)
- The thirteenth trick is the final trick. (Rule 6b)
- Jokers are wild. They may not duplicate another card in the trick they are played in. (Rule 1)
- Jokers never trump the Ace of the trump suit. (Rule 1)
- When leading with a Joker, the player must declare its suit and rank. This declaration is not permanent and remains at the discretion of the player who played the Joker. (Rule 1)
- On the dummy hand's first turn, the dummy player's revealed Draw, Reverse, and Skip cards are redealt and affect the dummy player. (Rule 2)
- A dummy hand holding a Skip card does not play the first trick. (Rule 2c)
- Draw cards played in a trick cause the next player to draw 2 cards from the draw pile at the beginning of their turn. (Rule 3a)
- Reverse cards played in a trick pause the next player's turn and reverse the order of play. (Rule 3b)
- Skip cards played skip the next player's turn. That player does not get to play a card in the current trick. (Rule 3c)
- Players may reveal any Draw, Reverse, or Skip cards from their hand. These cards are redealt during that player's turn and affect that player. (Rule 2)
- Redealt Draw cards are redealt to the player as two cards instead of one, face up to the dummy player, face down to the others. (Rule 2a)
- Redealt Reverse cards reverse order of play. When play returns to that player, their turn resumes where it left off, making the player last to act. (Rule 2b)
- Redealt Skip cards cause the player to end their turn without playing a card in the current trick. (Rule 2c)
- A trick containing one card of the winning suit is won by that card's player. (Rule 5)
- A trick containing multiple cards of the winning suit but none of them having an ordered rank is not won by any player. It is disregarded in scoring. (Rule 5)

Crazy Eights

Crazy Eights played with the Extended Deck can be summarized as follows:

- Jokers are wild. The player must declare a Joker's value as one of the standard 52 cards when it is played. (Rule 1)
- Although Draw, Reverse, and Skip cards are introduced, the special effects of the standard 52 cards remain in effect. (Rule 6)
- Unlike the card which causes drawing in standard Crazy Eights rules (often a 2 of any suit), players may not play another Draw card on a Draw to avoid drawing, and drawing as a result of the play of a Draw does not end the affected player's turn. (Rule 3a)
- Players may reveal any Draw, Reverse, or Skip cards from their hand. These cards are redealt during that player's turn and affect that player. (Rule 2)

Go Fish

Go Fish played with the Extended Deck can be summarized as follows:

- Jokers are wild. Jokers may not duplicate another card in the book they belong to. (Rule 1)
- Five of a kind books are not possible. (Rule 1)
- A player holding a card which is already represented by a Wild in a book will never be rid of all their cards. (Rule 1).
- Players can request Draw, Reverse, or Skip cards, and books of four of them grouped by rank are possible. (Rule 5)
- A book of Draw cards causes the next player to draw 8 cards. (Rule 3a)
- A book of Reverse cards, since it is an even number of them, has no effect. (Rule 3b)
- A book of Skip cards skips the next 4 players. In a 2 or 4 player game this is no effect, in a 3 player game this effectively skips 1 player. (Rule 3c)
- Players may reveal any Draw, Reverse, or Skip cards from their hand. These cards are redealt during that player's turn and affect that player. (Rule 2)
- Redealt Draw cards are redealt face down to the player as two cards instead of one. (Rule 2a)
- Redealt Reverse cards reverse order of play. When play returns to that player, their turn resumes where it left off, without drawing again if they had drawn before revealing. (Rule 2b)
- Redealt Skip cards cause the player to end their turn, without asking for a card if they have not done so. (Rule 2c)
- A redealt Draw, Reverse, or Skip card makes a book of that rank impossible. (Rules 1 & 2)

Hearts

Hearts played with the Extended Deck can be summarized as follows:

- Begin by dealing only 52 cards, creating a draw pile for Draw cards to have effects. (Rule 6a)
- The thirteenth trick is the final trick. (Rule 6b)
- Jokers are wild. Jokers may not duplicate another card in the trick they are played in. (Rule 1)
- Jokers never trump the Queen of Spades. (Rule 1)
- When leading with a Joker, the player must declare its suit and rank. This declaration is not permanent and remains at the discretion of the player who played the Joker. (Rule 1)
- A player may lead the game with a Joker, but it represents the 2 of Clubs in that case. If another player holds the 2 of Clubs, they must play it in a first trick as well, in which case the leading Joker will represent a different card. (Rules 1 & 6)
- If no player is dealt a Joker nor the 2 of Clubs, this is a misdeal, and the game must be restarted. (Rule 6a)
- Draw cards played in a trick cause the next player to draw 2 cards from the draw pile at the beginning of their turn. (Rule 3a)
- Reverse cards played in a trick pause the next player's turn and reverse the order of play. (Rule 3b)
- Skip cards played skip the next player's turn. That player does not get to play a card in the current trick. (Rule 3c)

- When scoring, the Draw, Reverse, and Skip of Hearts are Hearts, and do incur points. (Rule 5)
- When scoring, the Draw, Reverse, and Skip of Hearts are necessary to shoot the moon. (Rule 5)
- When scoring, a Joker may represent any card from a standard deck not otherwise won by the player, including Hearts needed to shoot the moon, but not a Draw, Reverse, or Skip. (Rule 1)
- A trick containing one card of the winning suit is won by the player of that card. (Rule 5)
- A trick containing multiple cards of the winning suit but none of them with an ordered rank is not won by any player. It is disregarded in scoring. (Rule 5)

Old Maid

Old Maid played with the Extended Deck can be summarized as follows:

- During setup, a single Queen is removed and one of the remaining Queens is identified as the Old Maid. The Old Maid is the only card which may not be used to form a pair. (Rule 6)
- Begin by dealing all 66 cards. Leaving a draw pile is likely to create an unwinnable game. (Rule 6a)
- Jokers are wild. They may be paired with another Joker, or any other card from a standard deck that is not the Old Maid. (Rules 1 and 6)
- Pairing the Jokers with two different ranks will create an endgame with multiple losers. Thus, pairing the Joker effectively defines the rank of the other Joker. (Rule 6)
- When a pair of Reverse cards is played, they cancel each other out, having no effect. (Rule 3b)
- When a pair of Skip cards is played, the next 2 players' turns are skipped. (Rule 3c)
- A pair of Draw cards played has no effect without a draw pile. (Rules 3a & 6a)

Poker

There are many varieties of the game of Poker such as five- and seven-card Stud, Draw, Texas Hold'em, Omaha, Chicago, etc. The rules of the Extended Deck apply identically to them all.

Poker played with the Extended Deck can be summarized as follows:

- Jokers are wild. Jokers may not duplicate another card in the player's hand. Multiple players may have the same exact hand. (Rule 1)
- Community Draw, Reverse, and Skip card effects take place in the order the cards were dealt (Rule 4).
- Community Draw cards are redealt immediately as two cards (Rule 2a & 5). Dealers should lay them overlapping one another.
- Community Reverse cards change who acts first. (Rule 4)
- Community Skip cards each skip the next player's turn, causing those affected players to be forced to check the opening bet. (Rule 4)
- A player's revealed Draw, Reverse, or Skip cards are redealt during that player's turn and affect that player. (Rule 2)
- A card that is dealt to a player face up is redealt face up; a card that is dealt to a player face down and then revealed is redealt face down. (Rule 2)

- A revealed Draw card is redealt as two cards. (Rule 2a)
- A revealed Reverse card pauses that player's turn and reverses order of play. This makes the player last to act. (Rule 2b)
- A revealed Skip card ends that player's turn immediately, without a fold, until they face new action (i.e. when play returns to them after a bet or raise). This is effectively a call without putting chips into the pot! (Rule 2c)
- At showdown, hands are revealed and Draw, Reverse, and Skip cards are redealt. Draw cards are redealt as two cards. (Rule 2d)

President

President a.k.a. Asshole/Butthead/Capitalism played with the Extended Deck can be summarized as follows:

- Jokers are wild. Jokers may not duplicate another card they are played with. (Rule 1)
- Five of a kind plays are not possible. (Rule 1)
- Players may lead with one or more Draw, Reverse, or Skip cards, but cannot play them at any other time due to their unordered rank. (Rule 5)
- If play is led by one or more Draw, Reverse, or Skip cards, the number of cards with unordered rank does affect play. Players may continue by playing the same number of any ranked cards on them, or pass. (Rules 5 and 6)

Rummy

There are varieties of the game of Rummy, for example Contract Rummy and Gin Rummy. The rules of playing any Rummy game with the Extended Deck apply identically to them all.

Rummy played with the Extended Deck can be summarized as follows:

- Jokers are wild. Jokers may not duplicate another card they are melded with. (Rule 1)
- Five of a kind melds are not possible. (Rule 1)
- Jokers in a player's hand at the end of the game are scored as the lowest card possible in the player's hand. E.g. a hand of all 4 Jokers and a 2 scores $2+2+2+3+2=11$ (Rule 1)
- Players can meld Draw, Reverse, and Skip cards with each other, as they have the same rank, but not into a run, as their rank has no place in card rank order. (Rule 5)
- Draw, Reverse, and Skip cards are worth the same point value as other face cards, 10 points. (Rule 5)
- When a Draw card is played into the discard pile, the next player must draw 2 cards from the draw pile at the beginning of their turn before that player takes any other action. (Rule 3a)
- Discarded Reverse cards pause the next player's turn and reverse the order of play. (Rule 3b)
- Skip cards in the discard pile skip the next player's turn. (Rule 3c)
- Players may reveal any Draw, Reverse, or Skip cards from their hand during their turn. These cards are redealt during that player's turn and affect that player. (Rule 2)
- Redealt Draw cards are redealt to the player as two cards instead of one. (Rule 2a)

- Redealt Reverse cards reverse order of play. When play returns to that player, their turn resumes where it left off. (Rule 2b)
- Redealt Skip cards cause the player to end their turn without discarding. (Rule 2c)

Spades

Spades played with the Extended Deck can be summarized as follows:

- Begin by dealing only 52 cards, creating a draw pile for Draw cards to have effects. (Rule 6a)
- The thirteenth trick is the final trick. (Rule 6b)
- Jokers are wild. Jokers may not duplicate another card in the trick they are played in. (Rule 1)
- Jokers do not trump the Ace of Spades. (Rule 1)
- When leading with a Joker, the player must declare its suit and rank. This declaration is not permanent and remains at the discretion of the player who played the Joker. (Rule 1)
- A Draw card played in a trick causes the next player to draw 2 cards from the draw pile at the beginning of their turn. (Rule 3a)
- A Reverse card played in a trick pauses the next player's turn and reverses the order of play. (Rule 3b)
- A Skip card played in a trick skips the next player's turn. That player does not get to play a card in the current trick. (Rule 3c)
- A trick containing one card of the winning suit is won by the player of that card. (Rule 5)
- A trick containing one spade is won by the player of the spade. (Rule 5)
- A trick containing multiple cards of the winning suit but none of them with an ordered rank is not won by any player. It is disregarded in scoring. (Rule 5)
- Scoring suggestion: cards still held by players after the final trick may be scored as overtricks a.k.a. bags, sandbags.

Revision History

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