

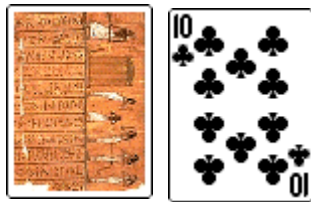
# Crackpipe

The card game where the objective is to get higher!

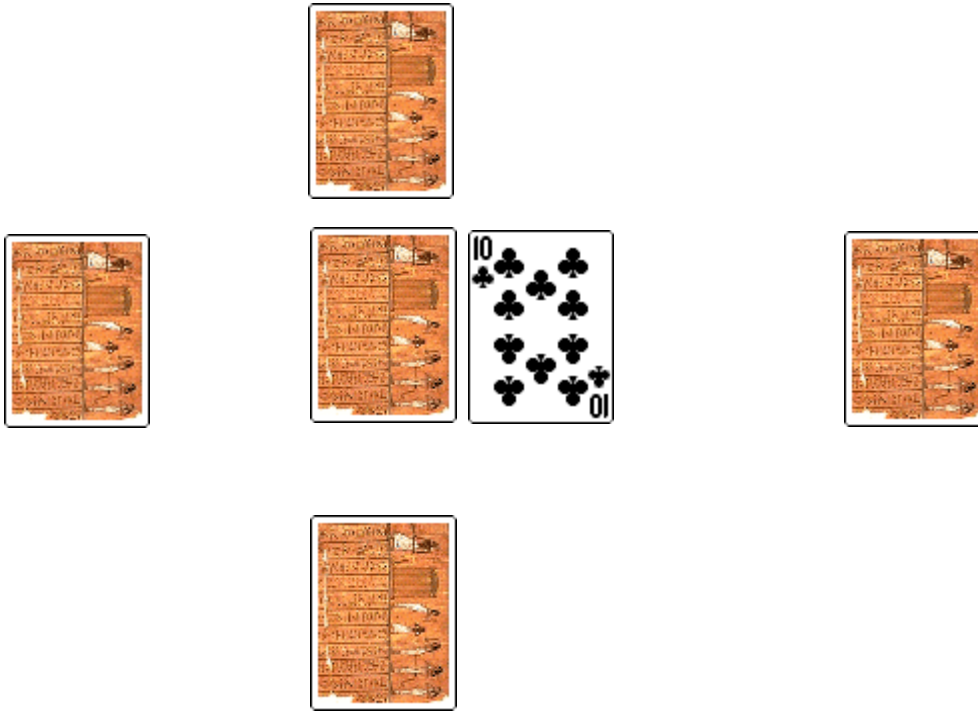
Welcome to Crackpipe, the card game where the objective is to get higher! The object of the game is to have a higher deck (and thus, more cards) than the other players. Crackpipe was created by the twisted minds of Gregor Richards, Joel Langley, and Sheldon O'Brien.

This game should be played with one deck for every two players. If you have an odd number of players, round down. For example, a two player game should have one deck, and a five player game should have two. This is not a hard rule, just a recommendation.

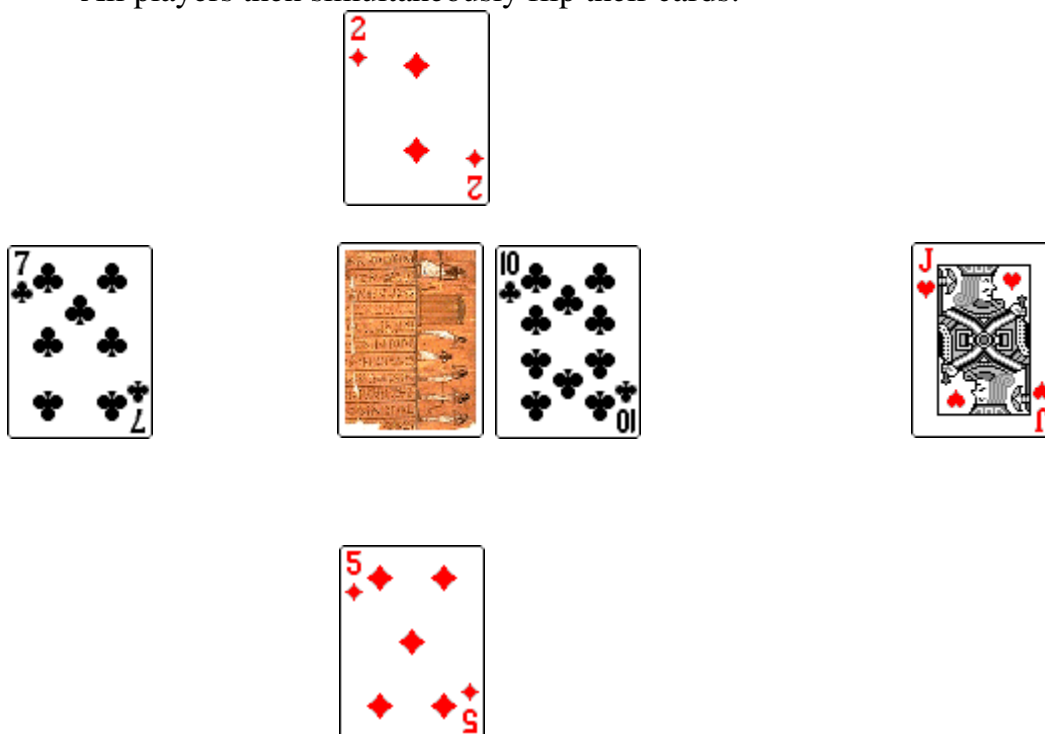
The deck from which players draw cards is called the “stash.” Also, the deck is called the “stash” when not playing. A player could meet the dealer on the street, and say “Got your stash?” to suggest playing a game. To start the game, the dealer puts the stash (at this point the entire deck) in the middle, then flips one card up:



He then passes one card to every player (including himself) off the top of the stash, leaving them face down:



All players then simultaneously flip their cards:

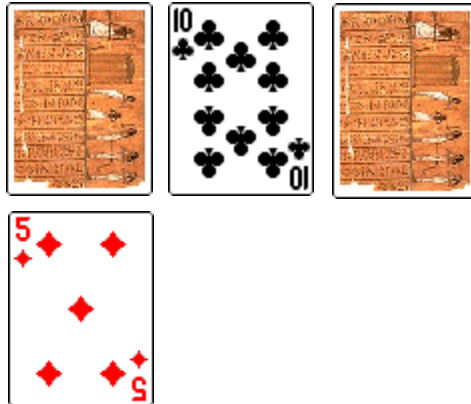


The person with the highest card plays first (aces are high, jokers are higher). In this case, the person on the right plays first. The card pile in front of each person is called their pipe.

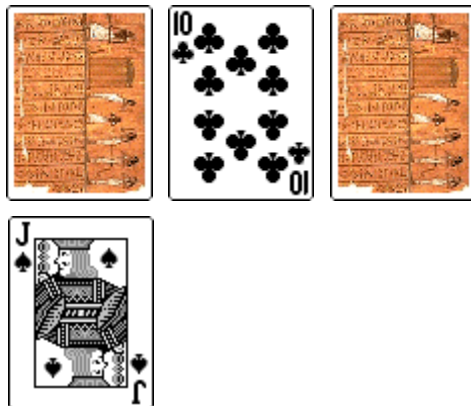
During a turn, a player draws a card from the stash, places it, possibly passes cards, and then goes on to the next turn.

First, the player draws cards. Drawing cards is called “taking a hit.” If the card on the top of the player's pipe is between two and ten, the player draws one card. If the card is a jack, queen, or king, the player draws two cards. If the card is an ace, the player draws three cards. If the card is a joker, the player draws four cards. If the player's pipe is empty, the player draws one card. If there are not enough cards in the deck, the player draws all of the remaining cards.

For example, if a player had this arrangement:

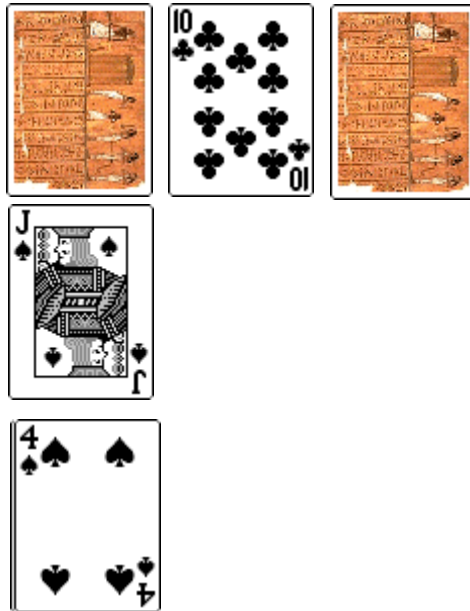


(That is, the player has a 5 on his pipe) The player would draw one card. If the player had this arrangement:



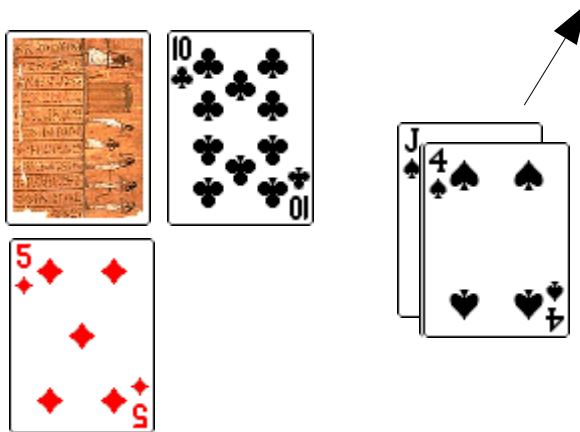
(That is, the player has a jack on his pipe) The player would draw two cards.

Any number of cards drawn should be held as if they were only one card. Only the last card drawn is considered, the others are merely held with it. Thus, if you drew a two and then a four, the value of your draw would be a four, and it would merely have a two underneath it:



After drawing card(s), the player chooses whether to place them on their pipe, or on THE pipe, which is the deck in the middle. (The word “THE” is usually capitalized in writing and accented in speaking to distinguish THE pipe from each player's pipe.) If the player places the card(s) on THE pipe, they will not gain any cards, of course.

If the topmost card on the pipe where the player places the card(s) has a higher value than the card(s) being placed, then the player removes the topmost card from that pipe and places it below then card(s) being placed, then passes that stack counterclockwise. The receiving player may choose whether to place that stack on the top or the bottom of his/her deck, but may not change their order.



If the player places a queen, king or ace on the top of THE pipe, the entire pipe is flipped into the resin (the discard pile).

After a turn is complete, the next player clockwise of the current player has a turn.

The first time the deck is emptied, the resin is reshuffled into it. The second time the deck is emptied, the game is over. All players count their cards. The player with the most cards is the winner.

This is a draft version of these rules.

## Popular Alternate Rules

### Double Crackpipe

In Double Crackpipe, the number of cards drawn is significantly increased. If the player has no cards, or between two and five, then he draws one card. If the player has between six and eight, he draws two cards. If the player has between 9 and Jack, he draws three cards. If the player has between Queen and Ace, he draws four cards. If the player has a Joker, he draws five cards.

Double Crackpipe is more strategic, since higher cards are more valuable, and furthermore, it's important to check what card is *under* the card you draw.

### The Cherry

In a game with a cherry, the Joker has special significant. First, it does not flip the pipe if it's played onto the pipe. This is called the "cherry." Secondly, if a player is passed cards off of the pipe when it has a Joker on it, they *must* place it on the top of their deck.