

King of the Jungle (3 or 4 players)

Object

Cats they say have 9 lives.

To be the first player to score 90 points or more.

Cards

3 players use any 3 suits.

4 players use all 4 suits.

Deal

Deal the cards to the players, so each player will have 13 cards.

Bidding

Each player states how many tricks they will win. The winner of the trick is the player who lays the highest numbered card of the suit originally laid.

The total number of tricks **MUST** total: 12 or less; or 14 or more. (This means that when all 13 tricks have been won at least one player will have at least 1 more or less trick, than they bid).

e.g. 4 players: Player A bids 4, B bids 0, C bids 5 (Total $4+0+5 = 9$) then player D can bid 0-3 or 5 or more.

Play

The player on the dealer's left starts play by laying any card from their hand. All players must follow suit but if unable to follow then must discard a card from their hand. Play continues with the winner of the trick in a clockwise direction laying any card as before. Again all players must follow suit but if unable to follow then must discard a card from their hand.

Game ends when all 13 tricks have been won.

Scoring

Cat Life = 10 points

Each player starts with 20 points.

Players who make their number of tricks scores 10 points + 2 points for each trick, therefore player A would score 18 points.

Players who do not make their number of tricks deduct 1 point for every trick over or under from their points total. Therefore, if player A wins 2 or 6 tricks, they would deduct 2 points from their total points.

If a player bids '0' (zero) tricks and succeeds in not winning a trick they score 20 points. For every trick scored they deduct 1 point from their points total.

Winner

To be the first player to score 90 (9 lives). If more than one player scores 90 or more then the winner is the player with the highest score.