

Spit/Speed/Slam

Players: Ideally 2 but 3-6 possible

Type: Shedding

Objective

To lose all of your cards by, over the course of several rounds, winning piles of cards smaller than those won by your opponents.

The Deal

We will assume that two players are present. The entire deck is split between them, and each player then makes five stacks in front of themselves in a format similar to Solitaire. The layout is as follows from left to right in a row:

- Stack 1: (0 cards face down), 1 card face up
- Stack 2: 1 card face down, 1 card face up
- Stack 3: 2 cards face down, 1 card face up
- Stack 4: 3 cards face down, 1 card face up
- Stack 5: 4 cards face down, 1 card face up

Each player keeps their remaining cards but places them in a pile next to their stacks. These two piles form the player stockpiles. Room must be left next between the two player's for gameplay.

The Play

Once the cards are set up accordingly, the players can begin. Each player starts by simultaneously flipping over the top card from their remaining stockpiles and placing their cards in the center forming the start of two separate piles. Each player may then lay any of their face-up cards in front of them on either of the center piles, providing their card is either one rank higher or lower than the card they lay it on top of. In this game the card ranks wrap around so that Ace is between both King and 2 and hence could be laid on either.

Players may only use the cards that are face up. Once a card is used, the next card under the stack can be turned over and then played. If a spot of the stack is empty (i.e. all the cards on a stack have been played), the player can transfer any face-up card into that slot and turn over the following card. This ensures 5 cards are face-up at all times until there are too few cards to achieve this.

There are no turns; each player plays their cards at the same time as fast as they can. Players may use either both or just one hand while playing, however, both players need to agree on either one or both.

Once either player has played all cards in front of them, each center pile is open to 'slap' for both players. Even if the other player still has stacks in front of him, he is still open to slap the pile of his choice. The objective is to try and slap the smallest of the two piles before the other player. If both players simultaneously slap the same pile, it is won by whose hand was there first or whose hand covers most of the pile. The loser must take the other pile.

If the game reaches a point where both players are stuck both players will simultaneously turn over their top stockpile card face up, placing it on one of the spit piles. Play then resumes as described above. Apart from this, the stockpiles are left untouched until the end of the round.

Once piles have been slapped, the players must add the obtained cards to the bottom of their stockpile along with any remaining cards from the stacks. Both players should then shuffle their piles and then redeal their own stacks. After several rounds of successfully slapping the smaller of the two piles, a player will eventually be unable to form a stockpile. The other player is still required to place a card in the center and the second pile remains empty throughout play. Once either player has emptied their stacks they should attempt to slap the empty pile in order to pick up no extra cards. If the player without the stockpile succeeds in doing this, they will have no remaining cards and win the game. If there are not enough cards to fully form all the stacks, as many cards as possible are dealt.

Variations

- Cards of the same face value can be placed in the same pile to allow for another pile to be freed up.
- Cards are not shuffled between rounds causing sequences of cards to appear which in turn causes faster gameplay
- When a player has less than 5 cards remaining they may pick up the cards and play them from their hand.
- Jokers may be introduced as wild cards. They can be played on any card and any other card can be played on them.
- Between rounds, if one player manages to deal all of their cards before the other, they may start playing without waiting for the other player.