

Practice a language with

- PRESIDENT: -

President is a strategy game similar to Palace where players race to get rid of all the cards in their hand. The difference? The first player(s) to lose all of their cards get an advantage in the next round. The winning player of each game is called the President, and the losing player is called the Peasant. Which one will you be?

Also Known As: Rich Man Poor Man, Bum, Landlord, Root Beer, Capitalism, etc.

**What
you
need:**

Players: 3-8

Materials: Speak in Spades Playing Cards Set (with Language Challenge Dice and 90 Challenge Booklet) OR a regular deck playing cards (find a free set of 30 language challenges here)

Language Challenge Highlights:

If a player chooses to skip their turn, they must complete a language challenge.



General Rules:

Each player is dealt 9 cards: 3 cards are dealt face-down, 3 cards are dealt face-up on top of the 3 face-down cards, and 3 cards are in the players' hands. The rest of the cards are kept face-down in the center of the group as a **draw pile**. Like this, each player starts the game with three 'palaces' in front of them and three cards in their hand.

- **Each palace consists of one face down card and one face up card stacked on top.** These cards should only be played when a player has no cards in their hand left to play and there are no more cards left to draw.

If none of the players can play card(s), then the player who played last can start a new round by playing any single card or set of cards with the same value.

This process continues until there is only one player remaining with cards in their hand. The first player to get rid of all of their cards is the President, the second player is the Vice President, and the last player is the Peasant (see more ranks in the notes). When the group plays again, the Peasant exchanges two of their highest cards with the President's two lowest cards. Play as many times as you want!



Notes:

- The ranking of the cards from highest to lowest are as follows: **2, A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3**
- **Players will take turns clockwise from the first person to place a card (or cards) in the center pile.**
- If the round starts with one card, each player is expected to play one card. Likewise, if the round starts with two cards, each player is expected to play two cards.
- **Cards with a 2 value are special cards:** You can play one 2 card on a set of double cards or two 2 cards on a set of triple cards and quadruple cards.
- The ranking of the players from highest to lowest after each game are as follows: President, Vice President, Neutral, Commoner, Peasant.
- In a group of 3, the main rankings are President, Neutral, and Peasant.
- In a group of 4, the main rankings are President, Vice President, Commoner, and Peasant.
- In groups of 6 or more, you can add Neutral rankings.

Step-By-Step Instructions:

1

Remove the Jokers (if playing with our language playing cards, remove the wild cards) and shuffle the remaining fifty-two cards well.

2

Deal the cards evenly to each player.

- Players can look at the cards in their hands.

3

Review the "Notes" section before continuing to read for the best experience.

4

The player with the 3 of diamonds (3♦) will start the game by placing it in the center.

- The round will continue clockwise from the starting player.

5

For this round, players will place a card of equal or higher value on the center pile:

- If a player has to skip their turn, they must complete a language challenge.

6

If no player can continue the round, the last player to play a card is the winner of the round and can start the next round by playing any single card or set of cards.

- If the player starts with a single card, players can only place a single card of equal or higher value onto the center pile.
- If the player starts with double cards (i.e. two cards of the same value), players can only play a set of double cards of equal or higher value onto the center pile.
- The round can also start with triple cards (i.e. three cards of the same value), or four of a kind (i.e. four cards of the same value).
- Again, if a player has to skip their turn, they must complete a language challenge.

7

Players will continue following step 6 until there is a winner.

8

The first player to get rid of all of their cards is the winner, and can become the "President" of the next round. Note that the game ends only after every player gets rid of their cards.

- The ranking of the players from highest to lowest are as follows: President, Vice President, Neutral, Commoner, Peasant.
- For the start of the next game, the Peasant must exchange their two highest cards with the President's two lowest cards.
- The Commoner will exchange their highest card with the Vice President's lowest card.

9

To play again from here, follow steps 1-7.

- The game can be played as many times as you want!