

Practice a language with

PALACE:

Palace is a quick and fun strategy game for up to 5 players with one deck of cards. Each player has three “palaces” that need to be destroyed to win the game. Players take turns playing their cards in an increasing order. If a player cannot beat the previous card they must pick up all the cards in the center pile. The language challenges are connected to the special cards for this game. The first one to get rid of all their cards wins!

Also Known As: Castle

**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:

For this game, **2s, 7s, and 10s are special cards**. To use these cards correctly during the game, do the following:

2

the player using this card must complete a language challenge to reset the value of the top card when paired with another card.

7

make the next player complete a language challenge. The successful player could then play a card that is either higher or lower than a 7.

10

clear and restart the center pile after **each player completes a language challenge.**

If a player is unable to play a card with a higher card value or special card, then the player must do one language challenge given by each of the other players to avoid picking up the center pile.

- For example, in a game with 3 players, the punished player will have to do 2 challenges (one from each of the other players).
- If the player successfully completes the challenges, then the player can choose to skip themselves or play any card from their hand to continue the game.

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.

The player with the lowest card in their hand starts the game by placing the lowest card in the center pile. Throughout the game, players will get rid of the cards in their hands by either playing cards that are of equal or higher value than the top card in the center pile OR a **special card** (see Language Challenge Highlights and Notes sections for more).

When a player is unable to play either a higher card value or special card, then the player must complete language challenges given by each of the other players to avoid picking up the center pile. For example, in a game with 3 players, the punished player will have to do 2 challenges (one from each of the other players).

- If the player successfully completes the challenges, then the player can choose to skip themselves or play any card from their hand to continue the game.
- If the player does not successfully complete the challenges, then the player must pick up the center pile.

Once there are no more cards in the draw pile and players have no more cards in their hands to play, then they can pick up the three face-up cards of the palaces. Only after the top three cards of the palaces have been played can players use their face-down cards of the palaces.

When using the face-down cards, they must remain face-down until they are being played. Players are not allowed to pick them up or look at them beforehand.

- If the face-down card is not a higher card value than the top card of the center pile, then the player will need to complete one language challenge of the other players' choice in order to play it.

The winner is determined when a player has no cards left to play.

Notes:

- The ranking of the cards from highest to lowest (excluding the special cards) are as follows: **A, K, Q, J, 9, 8, 6, 5, 4, 3.**
- **Players will always have 3 cards in their hands.** After putting down cards from their hand during their turn, they should pick up cards from the draw pile until they have 3 cards in their hand.
- If players have more than one card with the same value, they can play those cards at the same time and take cards until they have 3 cards in their hand in total.
- Once there are no more cards in the draw pile and players have no cards in their hands, the players should try to get rid of the 3 face-up cards, followed by the face-down cards.
 - To use the face-down cards, players must choose one card randomly and complete a language challenge.
 - If the face-down card is not a higher card value than the top card in the center pile or special card, then the player must still do one language challenge given by each of the other players to avoid picking up the center pile.
- **Extreme rule - Four of a kind special play:** the person to clear the board can choose who gets to do 4 challenges (i.e. one person do four challenges or multiple people could split to 4 challenges)

Step-By-Step Instructions:

1

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

2

Deal the cards as follows:

- Deal 3 cards face-down in a horizontal line in front of each player. Players should not look at these cards.
- Deal 3 cards face-up on top of the 3 face-down cards (There should be three pairs of cards placed horizontally in front of each player). Players should not touch these cards. These sets are referred to as 'palaces'.
- Deal 3 more cards face down to each player. Players can pick up, look at, and play with these cards when starting the game.
- The rest of the cards will make the draw pile for players to take cards from until they have three cards in their hand again.

3

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

4

The player with the lowest card in their hand will start the game by placing the lowest card in the center pile and take one card from the draw pile.

- If player 1 has more than one card with the lowest value, they can place them in the center pile and take cards from the draw pile until they have 3 cards in their hand.

5

Continuing left of the first player, each player must put down a card that is one of the following and end their turn by taking cards from the draw pile until they have 3 cards in their hand:

- A card of equal value or higher than the value of the top card in the center pile.
- A special card. Players who play a 2, 7, or 10 must do the following:
 - 2: complete a language challenge and play the 2 with another card value in their hand.
 - 7: make the next player complete a language challenge. The subsequent player could then play a card that is either higher or lower than a 7.
 - 10: clear the center pile after each player completes a language challenge.

6

If a player is unable to meet the conditions above, then the player must do one language challenge given by each of the other players to avoid picking up the center pile. For example, in a game with 3 players, the punished player will have to do 2 challenges (one from each of the other players).

- If the player successfully completes the challenges, then the player can choose to skip themselves or play any card from their hand to continue the game.
- If the player does not successfully complete the challenges, then the player must pick up the center pile.

7

Once there are no more cards in the draw pile and a player has no cards in their hand, the player should try to get rid of the 3 face-up cards.

8

After the three face-up cards have been played, players can finally access the three face-down cards. Each of these cards must remain face-down until they are being played. Players are not allowed to pick them up or look at them beforehand.

- If the face-down card is not a higher card value than the top card of the center pile, then the player will need to complete one language challenge of the other players' choice in order to play it.

9

The winner is determined when a player has no cards left to play.