1 run of 3 ♥ + 3 sets of 3

1 run of 3 ♣ + 1 set of 5

1 run of 4 + 4 tens

1 run of 4 +1 run of 3

1 run of 4 + 1 run of 3 + 1 set of 3

1 run of 5 + 3 jacks

1 run of 5 + 1 run of 3 ♣

1 run of 5 ♣ + 3 eights

1 run of 6 ♥

1 run of 6 ♠

1 run of 4 + 1 run of 3

1 run of 4 + 1 set of 3

1 run of 4 + 1 set of 4

1 run of 4 + 2 sets of 3

1 run of 4 ♦ + 3 kings

1 run of 4 ♥ + 5 aces

1 run of 4 ♥ + 1 run of 4

1 run of 4 ♦ + 1 set of 4

1 run of 5 +1 run of 3

1 run of 5 ♦ + 3 nines

1 run of 6

1 run of 7

Free

Free

Steal a stick

1 run of 9 mixed (red, black, red, black)

2 runs of 3 + 3 aces

2 runs of 3 + 1 set of 5

2 runs of 4 ♠ + 3 aces

2 runs of 5

3 runs of 3 + 1 set of 4

3 runs of 4

4 runs of 3

1 set of 5 + 1 set of 3

1 set of 5 + 3 threes

2 sets of 5

4 sets of 3

3 tens + 3 fives

4 sevens + 4 sixes

4 fives + 4 sixes

5 sevens

A,K,Q of ♥

A,K,Q,J,10 of ♣

A,K,Q of ♥ + A,K,Q of ♦

9,10,J of ♥ + 9,10,J of ♠

3,4,5 of ♥ + 3,4,5 of ♠

6,7,8 of ♠ + 6,7,8 of ♥

Free

Free

Steal a stick

Sticks Rules

(2-7 players), 4 decks of cards with jokers, 50 sticks, bag or large cup/mug

Game Play

Have players choose a stick from the container or bag without looking. Each player places the stick in front of them, facing down. If you have drawn a “Steal a Stick” or “Free”, pick again and return it to the container/bag. Each player is dealt 15 cards. The rest of the cards go face-down in the middle to make a "Draw" deck. The top card on the face-down deck is flipped face-up and placed next to the face-down cards to form a "Discard" pile. On each player's turn, they can choose one card from the top of the "Draw" deck or the top card from the "Discard" deck. The goal is to get the cards on your stick. When you get all the cards needed for your stick, place them face up in front of you.

After you have placed down, you can play cards on other player’s face up played down cards, add to sets or runs, or start new sets or runs with a minimum of three cards. You can replace a wild card from a run or set with the natural card but only if you can play the wild card immediately with cards from your hand.

There are four possible ways that a round can end. A player can discard their last card onto to the "Discard" pile; they can use their last card to add to one of his sets or runs that is in front of them; they can use the card to add to a set or run in front of another player; or all of the players have their stick turned face-up.

At the end of each round, any player with a stick turned over gets to choose a new stick. Any player who hasn't turned over their stick gets to try the same stick again. If the player cannot turn the stick over in three turns; they get to return it to the container/bag and pick a new stick. At the beginning of each new round, the cards are shuffled and each player gets a new hand of 15 cards.

Housekeeping: With all sets/runs you must have more natural cards than wild cards. A run must be all the same suit. Aces are always high ex. A,K,Q.

“Steal a stick” stick must be taken from a players face up sticks. Do not return the steal a stick to the bag. “Free sticks” get placed in front of you and you draw another stick.

Winning the Game

Turn over seven sticks in order to win. Unlike in round play, you don't have to get rid of all of your cards. You just have to complete the combination on your seventh stick.

Scoring variation

The game is played as normal and ends as normal (when someone completes their seventh stick. The winner is not the player that has the most sticks but is the player with the most points. Players count up the minimum number of cards needed to complete each of their face up sticks.