

# CARD SHARKS

## INSTRUCTIONS

For 2 players with host

### **Object**

To win money by answering census questions, and by successfully predicting whether the next card is "Higher" or "Lower" than the card shown.

### **Components**

- 1 "Red" deck of 52 playing cards
- 1 "Blue" deck of 52 playing cards
- 1 Pack play money
- 1 "Basic Round" playing board
- 1 "Money Cards" playing board
- 1 Census question booklet

### **Set Up**

First choose who will be the emcee or "Host" for the game, and who the two contestants will be. In the event you have more than 3 people, you may play in teams.

Players draw from the red deck to see who will go first. Highest card wins the "Red" deck, and the right to answer first in the Basic Round. (Each player has his/her own deck). The "Red" player may cut his/her deck, as may the "Blue" player.

The emcee then deals out 5 cards from each deck (face down) and places them on the designated spaces on the "Basic Round" playing board.

Now You're ready to play Card Sharks!

## **Playing the Game**

The game consists of the "Basic Round" and the "Money Cards" round.

The "Basic Round" is played by both contestants in a "Best of three" format. The winner of 2 "Basic Rounds" then goes on to play the "Money Cards" solo.

### **Basic Round:**

To begin the basic round, the emcee will read the first Census question for the round. The question will normally involve how 100 people will respond/answer to a particular situation or question.

*For Example: "We surveyed one hundred ten-year-old boys, and we asked them...*

*"When you grow up, would you like to be just like your father?"*

*How many ten-year-old boys would like to grow up to be just like their father?*

(Note: Some questions may refer to less than 100 people, or a percentage)

The "Red" player then has the opportunity to guess the number to match the answer of the question. Once the Red Player makes his/her answer, the Blue player must say whether he thinks the actual answer is "higher" or "lower" than the answer given by the Red Player.

*For example: The red player might say that 58 out of 100 ten-year-old boys will say that they'd like to grow up to be just like their father.*

*The blue player may then say "higher" because he thinks the actual answer is higher than 58.*

The emcee will then reveal the answer. 66

If the Blue player said "higher" and the answer is higher than the Red answer, he takes control of the board. If the answer is lower than the Red answer, the Red player would gain control.

*In our example the Blue Player would gain control of the board.*

(Note: In the event that the player guessing the number of the census, gets an exact match with the actual census answer - ie: if the red player above would have guessed "66" - that player earns takes control of the board and earns an additional \$500.)

### **Playing the Cards:**

Once a player has the opportunity to play the cards, the emcee will turn over the first card of their color, and it's up to the player to play "high/low" across the board through 5 cards.

*For example, if the Blue Player had an Ace showing, he would say "lower" expecting the next card to be lower than an ace. Given the next card was a Three, he may choose to say "higher" believing the next card to be higher in value than a three.*

(Note: Nothing is higher than an Ace. No card is lower than a 2)

In the event a player is wrong, he/she must go back to the "base card" (first card). All overturned cards will be replaced and the opposing player will then get a chance to play his cards.

Before a player begins the first "run" of "high/low" he/she has the opportunity to change his/her "base card". This is the only changing of cards that is allowed without a "Freeze", and this is only allowed for the first run of "high/low" per round (ie: Only the winner of the census round may change his/her base card).

### **The Freeze:**

When moving along the cards, a player may come across a card that makes it tough to determine whether the next card is higher or lower. (In most cases, cards 6, 7, and 8 can cause the most difficulty). In order to protect his position on the board, the player may "freeze" his cards where they are by saying "freeze".

This takes the players back to a round of questions, and the next time that player earns control of the board he may change his "frozen" card and continue from that point on the card board.

### **Winning the Round:**

The first player to turn over the last (5th) card correctly on their row, wins the round, \$500, and gets one step closer to the Money Cards.

*(The first player to win two of three rounds will play the Money Cards).*

### **Sudden Death**

In the event that a round goes to a 4th census question (due to freezes, or getting sent back to the base card), the 4th question is Sudden Death.

The player who wins the question in this case has the option to play their cards, or to pass control to his opponent. The catch is that you must complete the rest of the cards in your row without a freeze and without getting sent back to your base card.

Position on the board is critical, and you may consider passing control of the cards over to your opponent if he/she has several cards remaining and a middle card (6, 7, 8) showing. Then again, if you are one card away from winning and you have a King showing, you may wish to go for it.

Note: The winner of the census question has the option to change their first card. If the winner of the census chooses to pass control of the board, that player may NOT change his base card.

Note: If the same card comes up twice in a row, it is neither "higher" nor "lower" and is therefore considered a loss. (In a regular round, the player would go back to his base card).

### **MONEY CARDS**

#### **Object:**

The winner tries to turn their \$200 into \$32,000 playing the money cards.

#### **Set Up:**



Figure 1



Figure 2

The first player to win two rounds of Basic Play, is declared the winner of that game, and now plays to increase his earnings on the "Money Cards".

To play, flip the board over to the "Money Cards". That player's deck of cards is then shuffled and set up face down as seen in fig #2 - four cards on the bottom row, three on the middle row, and one card on the top row.

The player is given an allowance of \$200 of which he may bid on the chances of his next card being "higher" or "lower".

The leftmost card on the bottom row is revealed. The player must bet some or all of the \$200 that the next card is higher or lower. If correct, the bet is added to the player's score. If incorrect, the bet is deducted from the score.



Figure 3



Figure 4

When the player turns over the last card on the bottom row, that card is moved to the leftmost space on the middle row, as seen in fig #3, and \$400 is added to the player's score automatically. When the last card on the middle row is turned over, it is moved to the "Big Bet" space on the top row as seen in fig #4.

#### **The Big Bet:**

Once a player reaches the top row, they are now REQUIRED to risk at least half of their current bankroll. (Having successfully wagered the maximum bets throughout the money cards, this player would now have \$16,000 of which they can bet anywhere from \$8000 to the full \$16,000)

The final card is then turned over...

**Money Card Notes:**

The player can change one card per level on the money card round.

If the same card comes up in the money card round, it is a "push" and no money is exchanged.

Minimum bets are \$50 and in multiples of \$50. A player can bet \$200, \$350, but not \$53, \$148, \$375...

If a player loses all of his money on the bottom row, the last card turned over is automatically brought to the second level and \$400 is given to the player to continue the game. Any cards remaining on the lower level that were not turned over remain out of play.

If a player loses all of his money on the second row of cards, the game is over.

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**Card Sharks Champion** (optional):

A series of three games are played. The person with the most earnings after three games is the Card Sharks champion!!

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**And One Final Note:**

All census answers are at the bottom of the page. To play with two players, you may wish to use questions in random order so that you do not see the answers when checking for other answers. After each question has been used, please check it off, so you can keep track as to where you are in the book!



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