

Thirty One

Objective: Have the highest hand totaling 31 points in one suit, while avoiding elimination by losing all your tokens.

Setup:

- Standard 52-card deck
- Each player starts with **3 tokens** (coins, chips, etc.)
- Each player is dealt **3 cards**

Card Values:

Card	Value
Ace	11 points
King, Queen, Jack	10 points
2–10	Face value

Gameplay:

1. Each player is dealt 3 cards. The rest of the deck is placed face down to form the draw pile; the top card is turned face up next to it (discard pile).
2. On your turn, you may either:
 - Draw the top card from the draw pile, or
 - Take the top card from the discard pile.
3. After drawing, you must discard one card to end your turn.
4. The goal is to have the highest total value in one suit (e.g., all hearts) — ideally 31.
5. At any time after drawing (before discarding), a player who believes they have the best hand may **'knock'** instead of taking a turn.

Knock Round:

- After a player knocks, all other players get one final turn.
- Everyone then reveals their hands.
- The player with the lowest hand in their best suit loses one token.
- If there is a tie for lowest, both players lose a token.

Automatic Win:

If any player reaches exactly 31 points, they immediately win the round and all other players lose one token.

Elimination and Winning:

- When a player loses all 3 tokens, they are eliminated.
- Play continues until only one player remains — that player wins the game.

Optional Variants:

- Allow re-entry: a player can rejoin if another player loses a round immediately after their elimination.
- Play for fun with coins, candies, or poker chips!