♣♦Queue 4♥♠

Objective: Play as many cards as possible from a standard 52-card deck into four ordered Queues before you discard the fourth card of any rank.
Setup: Shuffle a standard deck of cards and place it facedown. That's it!
Gameplay: Each turn, the player draws the top card of the deck, keeping it face down. The player has three options:

1. Reveal the card and play it in a new Queue. The player may have a total of four Queues. If the player has no empty Queues, she may not choose this option.
2. Play the card in an existing Queue- see next page.
3. If the player does not wish to risk playing the card, she returns it to the deck without revealing it and ends the game. Proceed to Game End.

The player repeats this process until the end of the game.
Note: At any point before drawing, the player may look through the remaining cards in the deck. Afterwards, shuffle the deck.

Playing a Card in an Existing Queue: **All Queues must be arranged from lowest (bottom) to highest (top) at all times.**† Before the player reveals the drawn card, she must choose the target destination for this card. The card may be played above the highest card, below the lowest card, or in between any two adjacent cards in any Queue. After the player has chosen the destination, she reveals the card:
-If the card is within the proper range and maintains the card order from lowest to highest, it joins the Queue. (Note: matches are always allowed; 8 is between 6 and 8.) Aces are low.
-If the card does NOT fall within the proper range, the entire Queue must be discarded, including the played card. Sort discarded cards by rank to easily determine how many cards of each rank have been discarded.
Once per game, If there are at least 10 other cards remaining in the deck, after revealing the played card, the player may shuffle that card back into the deck with no effect.

†Note: This also applies to variants where cards are moved between Queues (ex., Bouquets).

Game End: The game can end in one of 3 ways:

1. The player discards the fourth card of any rank (ex., The player discards the last 5).
2. The player chooses to end the game instead of playing a card.
3. The player has gone through the entire deck of cards without discarding the fourth card of a rank!

Scoring: To calculate your score, count how many cards you have in each Queue and subtract the amount of cards left in the deck. This is your score.
If you managed to go through the entire deck without discarding four of a kind, count your longest Queue twice.

Scoring Guidelines

<0 Loss
0-4 Fair
5-9 Good
10-14 Great
15-19 Excellent
20-29 Spectacular
30+ Legendary

Have Fun!

Rules. Fold between panels.

♣♦The Royal Ball♥♠

Queuedonia is inviting the four surrounding kingdoms to attend a Royal Ball. The commoners get along fine, but the royalty are another story. Jacks are kind, offering a helping hand to others. Queens tend to be picky, their favorite words being "Do it again." And of course, Kings just want to see some peasants die.

Setup: Create four starting Queues of two cards each, discarding any face cards and replacing them as necessary. Arrange each Queue into ascending order, and shuffle the discarded face cards back into the deck. You are ready to begin.
Gameplay: Play as normal, but when you play a face card, apply the following effect (AFTER discarding the Queue if necessary, but BEFORE scoring if drawing a face card ends the game):
Jack- Reveal the top card of the deck and place it into any Queue.
Queen- Shuffle any Queue* back into the deck.
King- Discard any Queue.*
*The Queue must have at least 1 card.
The game ends and scores as normal.

♣♦Bouquets♥♠

Roses are red,
Violets are blue.
Flower arranging
Is hard to do.

Objective: Create the biggest and most beautiful Bouquet by alternating colors.
Gameplay: Add the following rule:
You may discard any three cards from one Queue to move a card from one Queue to another.
Game End: The game ends as normal. If you go through the entire deck, you may still continue to move cards as described above.
Scoring: Choose one Queue to be your Bouquet. Score = (# of cards in Bouquet) + (# of Groups* in Bouquet)** - (# of cards remaining in deck)
*A Group is a set of adjacent cards of the same color (ex., A2255689 is broken up into A2 255 68 8 9 and has 5 Groups).
If you discard four of a rank, you drop the Bouquet and hastily put it back together. **You do not add the number of Groups to your score.
Use the original Scoring Guidelines.

♣♦Campaign Rules♥♠

Up the stakes by linking several games of Queue 4 together!

Objective: Play five games of Queue 4, strategically collecting and using Tokens to get the highest total score possible.
Setup: Place six Tokens (cubes, coins, etc.) in a small pile and take one of them as your starting supply.
Gameplay: Modify the existing rule as follows: ~~Once per game,~~ If there are at least 10 other cards remaining in the deck, after revealing the played card, the player may shuffle that card back into the deck with no effect **by discarding a Token from her supply.**
Game End: Each game ends as normal. If you did not use any Tokens in that game, take another Token from the pile to your supply.
Scoring: At the end of five games, add up your score for each game; also add three points for every Token left at the end of the campaign. Multiply the original Scoring Guidelines by 5.
These rules can also be used for Queue 4 variants.

Variants. Cut between panels OR attach to the back of the Rules.

A	2	3	4	5	6	7	8	9	10	J	Q	K	Score
													Variant

A	2	3	4	5	6	7	8	9	10	J	Q	K	Score
													Variant

A	2	3	4	5	6	7	8	9	10	J	Q	K	Score
													Variant

A	2	3	4	5	6	7	8	9	10	J	Q	K	Score
													Variant

A	2	3	4	5	6	7	8	9	10	J	Q	K	Score
													Variant

A	2	3	4	5	6	7	8	9	10	J	Q	K	Score
													Variant

Use these tables to track your discards and save space.

Fold on the dark black lines.

A	2	3	4	5	6	7	8	9	10	J	Q	K	Score
													Variant

A	2	3	4	5	6	7	8	9	10	J	Q	K	Score
													Variant

A	2	3	4	5	6	7	8	9	10	J	Q	K	Score
													Variant

A	2	3	4	5	6	7	8	9	10	J	Q	K	Score
													Variant

A	2	3	4	5	6	7	8	9	10	J	Q	K	Score
													Variant

♣♦Queue 4♥♠

Objective: Play as many cards as possible from a standard 52-card deck into four ordered Queues before you discard the fourth card of any rank.

Setup: Shuffle a standard deck of cards and place it facedown. That's it!

Gameplay: Each turn, the player draws the top card of the deck, keeping it face down. The player has three options:

1. Reveal the card and play it in a new Queue. The player may have a total of four Queues. If the player has no empty Queues, she may not choose this option.
2. Play the card in an existing Queue- see below.
3. If the player does not wish to risk playing the card, she returns it to the deck without revealing it and ends the game. Proceed to Game End.

The player repeats this process until the end of the game.

Note: At any point before drawing, the player may look through the remaining cards in the deck. Afterwards, shuffle the deck.

Playing a Card in an Existing Queue: **All Queues must be arranged from lowest (bottom) to highest (top) at all times.**† Before the player reveals the drawn card, she must choose the target destination for this card. The card may be played above the highest card, below the lowest card, or in between any two adjacent cards in any Queue. After the player has chosen the destination, she reveals the card:

-If the card is within the proper range and maintains the card order from lowest to highest, it joins the Queue. (Note: matches are always allowed; 8 is between 6 and 8.) Aces are low.

-If the card does NOT fall within the proper range, the entire Queue must be discarded, including the played card. Sort discarded cards by rank to easily determine how many cards of each rank have been discarded.

Once per game, If there are at least 10 other cards remaining in the deck, after revealing the played card, the player may shuffle that card back into the deck with no effect.

Game End: The game can end in one of three ways:

1. The player discards the last card of any rank (ex., The player discards the last 5).
2. The player chooses to end the game instead of playing a card.
3. The player has gone through the entire deck of cards without discarding the fourth card of a rank!

Scoring: To calculate your score, count how many cards you have in each Queue and subtract the amount of cards left in the deck. This is your score.

If you managed to go through the entire deck without discarding four of a rank, count your longest Queue twice.

Scoring Guidelines

<0 Loss	10-14 Great
0-4 Fair	15-19 Excellent
5-9 Good	20-29 Spectacular

30+ Legendary

Have Fun!

For more variety, try one of these variants.

♣♦The Royal Ball♥♠

Setup: Create four starting Queues of two cards each, discarding any face cards and replacing them as necessary. Arrange each Queue into ascending order, and shuffle the discarded face cards back into the deck. You are ready to begin.

Gameplay: Play as normal, but when you play a face card, apply the following effect (AFTER discarding the Queue if necessary, but BEFORE scoring if drawing a face card ends the game):

Jack- Reveal the top card of the deck and place it into any Queue.

Queen- Shuffle any Queue* back into the deck.

King- Discard any Queue.*

*The Queue must have at least 1 card.

The game ends and scores as normal.

♣♦Bouquets♥♠

Objective: Create the biggest and most beautiful Bouquet by alternating colors.

Gameplay: Add the following rule:

You may discard any three cards from one Queue to move a card from one Queue to another.

Game End: The game ends as normal. If you go through the entire deck, you may still continue to move cards as described above.

Scoring: Choose one Queue to be your Bouquet. Score = (# of cards in Bouquet) + (# of Groups* in Bouquet)** - (# of cards remaining in deck)

*A Group is a set of adjacent cards of the same color (ex., A2255688 9 is broken up into A2 255 68 8 9 and has 5 Groups).

If you discard four of a rank, you drop the Bouquet and hastily put it back together. **You do not add the number of Groups to your score.

Use the original Scoring Guidelines.

♣♦Campaign Rules♥♠

Objective: Play five games of Queue 4, strategically collecting and using Tokens to get the highest total score possible.

Setup: Place six Tokens (cubes, coins, etc.) in a small pile and take one of them as your starting supply.

Gameplay: Modify the existing rule as follows: ~~Once per game,~~ If there are at least 10 other cards remaining in the deck, after revealing the played card, the player may shuffle that card back into the deck with no effect **by discarding a Token from her supply.**

Game End: Each game ends as normal. If you did not use any Tokens in that game, take another Token from the pile to your supply.

Scoring: At the end of five games, add up your score for each game; also add three points for every Token left at the end of the campaign. Multiply the original Scoring Guidelines by 5.

These rules can also be used for Queue 4 variants.

†Note: This also applies to variants where cards are moved between Queues (ex., Bouquets).