Bryncir

Players: 5
Played with 5 decks of card shuffled together

Shuffle the deck, and deal 32 cards to each player. Each player makes "pairs" from his hand, where a pair is an exact pairing (eg, sevens of diamonds, not just sevens).

These pairs are then scored according to the point values, with each pair worth the point value of the card (ie, a pair of sevens of hearts are worth seven). Aces are special: they are worth the same value as the highest pair of the same suit in the players hand. Once you have totaled these scores for the pairs, triple them to get the scores for the first round.

Set aside the pairs, and deal out one more card to each player for each pair they had. Make and score pairs again, as above, but doubling the scores instead of tripling them, and set them aside. At this point, you deal out another card for each pair made, then deal the remaining cards out.

Now, the trick-taking part begins. Dealer leads initially and play is to the right. You must follow suit if possible; there is no trump; you may play any card if you cannot follow suit. Trick is taken by highest suit card. If there is a tie (eg, two Queens of diamonds), then the trick goes to the player who put down the card first. Winner of the trick leads the next.

Each trick is scored as follows. Winner gets points based on the value of the card that won the trick, as before (ie, King is worth 25, Queen is 20, Jack is 15, pip cards are the number of pips, and Aces are worth 1). Game ends when someone runs out of cards. Winner is whoever has the most total points.