

## Passur Game Information

This is a two player card game which can be played against either the computer or a human opponent. The objective of the game is to capture as many points as possible.

Each player is dealt 4 cards from a deck of 52 and 4 cards are thrown face-up in the middle of the table. This game is turn- based and the objective of taking a trick is to reach the number 11. Therefore for example, if there is an ace on the table, the player whose turn it is to play can play a 10 to capture a trick. Or if there is a 4 and 5 on the table the player can play a 2 and capture a trick consisting of the 5, the 4, and the 2. Since there may be 2 or 3 of any card on the table (say 2 aces or 2 10s or 2 5s) the player must be prompted as to which one he wants as part of his trick. The face cards are treated differently. Kings can be paired only with another king to make a trick. Same is true with the queen. However, Jacks have special values in that they can be used to capture as the trick ALL the cards on the table other than kings or queens.

Each player is dealt 4 cards and four cards are set faced up in the middle. Should there be a Jack amongst the four cards on the table then the Jack is exchanged for a new card from the deck and the Jack is returned to the deck. In case 2 Jack or 3 Queens or 3 Kings are dealt to the table, the dealer has to take all the cards in and deal once again.

One after another each player plays one card. He can either: to put a card to the ones on the table, face upwards, or to show a card which can capture cards from the ones on the table. In that case the player takes his card and the cards won.

A king can win only a king. A queen can win only a queen. A jack wins all cards from the table apart of kings and queens (this does not count as a 'Sur'). You can take pip cards if the value of the pips adds to 11. The Ace counts 1. Example: A player plays a 7. If there's a 4 among the table-cards, the can take both the 7 and the 4. If there're two 2s he can take both 2s and the 7. After the end of this hand the points are counted for the hand and the cards are reshuffled and another game is started in the same manner.

Points: The tricks by themselves do not have any value but the following cards have special values: each Ace counts 1 point, each Jack counts 1 point, 2 of Clubs counts 2 points, 10 of Diamonds counts 3, and the majority of the cards of the club-suit count 7 points (each card of the club suit has 1 point). Additional to this, every party gets 5 points for every 'Sur' he has scored more than the other party.

Similar to sites like Yahoo or MSN games, the game has the ability to see on-line users, invite users, create tables, make tables private, watch games, chat, etc.

Have fun!