

# Red Dog

Red Dog is a game of chance that is best played for sweets or for coins at parties. It is quick, tense and dramatic, and offers a roller-coaster ride that is guaranteed to get your party swinging.

## Number of players

This is a game for two to ten players.

## Cards

The game is played with a standard pack of 52 cards. Each player should have a pile of tokens to use as stakes, such as coins. For younger players, you could give each child a bag of individually wrapped sweets to use as stakes instead.

Each player should draw cards from a shuffled deck to determine the dealer; the lowest card gets the job.

Before the cards are dealt, the players each put an agreed number of tokens into the centre of the table to establish a pool. It is probably best to start with two per player.

Five cards are now dealt to each player (although if the number of players exceeds eight, each receives only four). The players pick up their cards and assess them. A good hand is one that includes high-ranking cards of all four suits, with the four Kings offering the perfect hand and guaranteed victory. The remaining cards are placed face down in front of the dealer to form a stock pile.

Players must now place their stakes prior to the game commencing. The player to the left of the dealer starts the bidding and must stake at least one token. The maximum bid by any one player must not exceed the total number of tokens held in the pool (so, in our example, if there were five players, no individual could stake more than ten coins or sweets).

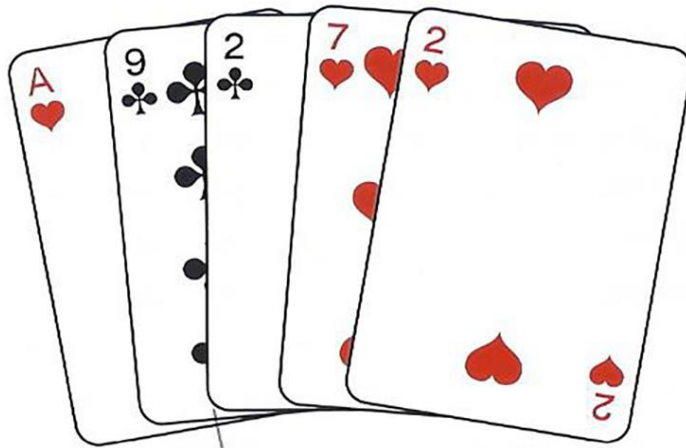
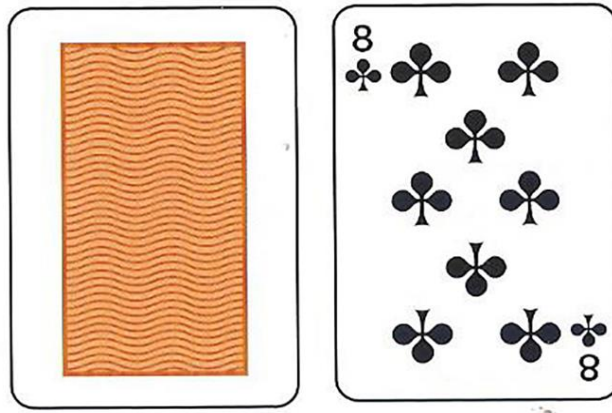
## How to play

The player to the left of the dealer goes first. The dealer takes the top card of the stock and turns it face up on the table.

If the player can beat it (with a higher-ranked card of the same suit), he or she shows the other players the superior card and collects the tokens from the pool. The winning player keeps their remaining cards and the pool is restocked with another two units from each player.

If the active player cannot beat the card turned over by the dealer, they turn over their hand of cards and their stake is added to the pool.

The game continues until all players have had their turn. If you wish to continue playing, the cards must be gathered up and a fresh deal made.



This card can be played to win the pool

The player with the most coins or sweets is the winner. Of course, if you prefer not to give your children sweets, you can play for counters that can be totalled up at the end of the game, with a non-confectionery prize awarded to the final victor.

### Winning way

If you have a great hand with lots of high-ranking cards, you will be tempted to stake big, but you may be wise to play more discreetly. A big stake may

discourage your opponents from making a big bid themselves. A couple of overconfident, gung-ho players can soon boost the pool, so let them believe they are going to win and watch them throw their sweets or coins away!