

ZAP YOUR NEIGHBOR

(A card game of friendly spice and malice)

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Equipment: 1 deck of playing cards with 2 Jokers.
Players: Best if played with 4 or more people.
Object: To discard every card in your hand. First one doing so wins.

Rules

The Deal: Shuffle deck and deal 7 cards face down to each player. Place the deck in the middle and invert top card placing it next to the deck.

The Play: Dealer takes the first turn by inverting the top card after dealing and placing it next to the deck. Play begins in a clockwise direction unless otherwise dictated by the top card. Each player, in turn, places a card face up upon the discard pile. This card must either follow suit or the number of the top card showing as in the game "Crazy 8." (see "Play During a ZAP" for the exception to this rule)

Each card of a trick does something different to affect the normal flow of play. These cards and their effects are explained on the last page. If a player cannot play a card, one card must be drawn from the deck. This card may be played if allowed.

Last Card Rule: When a player has 2 cards remaining and is discarding the second to last card, the player must declare this by stating audibly, "Last card." Failure to do this, and being caught within 2 plays of the error, results in that player picking up 2 cards from the deck as a penalty.

Winning: The first player to discard his/her entire hand wins.

Play During a "ZAP"

ZAP cards: 2's, 3's & Jokers (5's and 9's are also important)

ZAP cards cause another player to pick up extra cards thus delaying victory. ZAP cards may be placed upon one another to increase the number of cards to be picked up as well as shifting the penalty to a different player.

- 2's & 3's must follow suit or number to start the ZAP play. Since Jokers have no suit or number, they are wild cards and may be played at any time.
- Once a ZAP CARD is played, the play is "in ZAP." While "in ZAP," ZAP CARDS may be played upon one another regardless of suit thus adding up the number of cards to be picked up by the first player unable to continue, deflect or cancel the ZAP.
- Playing a "5" of any suit while "in ZAP" cancels the effect of the ZAP cards in play and causes a return to normal play.
- "9's" also may be played during a ZAP in the same manner as in regular play. This has the effect of deflecting the ZAP to the person "behind" the player of the 9.
- The first player unable to continue or cancel the ZAP play must pick up the required number of cards and loses that turn. The ZAP CARD is then "dead", play is then out of ZAP, and normal play resumes with the top card determining the suit or number to be followed.

Rules of the Cards

Ace	Reverse the direction of play
2	ZAP CARD. Next player in turn must pick up 2 cards and loses that turn.
3	ZAP CARD. Play skips one player and requires the next player to pick up 3 cards and lose that turn.
4	Player takes another turn.
5	When played upon a ZAP CARD it cancels having to pick up the required number of cards.
6	Play skips two players
7	Play skips 1 player
8	Next player in turn must play another 8, a card of the same suit as the discarded 8, or must draw cards from the deck until he/she can do so. A Jack may be played if it is declared the suit of the discarded 8.
9	Play backs up one player and then resumes in the most recent direction of play. This also works "in ZAP."
10	May be played upon another 10 or King ONLY.
Jack	Changes suit. May not be discarded as the last card unless it's of the same suit as the top card.
Queen	When played, player may give away any 1 card to any player. The Player may not give away the last card in his/her hand.
King	When played, each player may discard one 10 regardless of play sequence. The top card determines the suit for the next player.
Joker	ZAP CARD. Next player must pick up 5 cards and loses that turn. Player of that card determines the suit if the victim picks up cards thus leaving the Joker as the top card.