

Game Document

Egyptian Rat Screw

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Versions

Version	Date	Author(s)	Notes
1.0	3/29/2023	Mark Lyman	Initial Release

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Introduction

Egyptian Rat Screw is basically a **2-player** psycho version of Slap Jack. The game is full of frustration, mistakes, and trash talk. It's a beautiful mess.

It *can* be played with more than 2 players... good luck.

Equipment Needed

- 1 Deck of Face Cards
- 2 People

Win Condition

- Get all the cards

Setup

- Remove the Jokers
- Pass out the entire deck of cards to both players. Each player should have 26 cards.
- Hold your own deck face down in front of you with your non-dominant hand.
- Prepare yourself mentally to lose your sanity.

How to Play

Each player takes the top card of their deck with their dominant hand and places it face up in the center of the table. Do this semi-quickly and watch for slappable combinations.

When a slappable combination occurs, SLAP THAT DECK AS FAST AS YOU CAN. Whoever slaps it first gets the cards in the middle and adds them to the bottom of their hand.

The player who won the deck, starts the next round by playing their top card into the middle of the table.

Slappable Combinations

Matches

2 cards that have the same face value.

Ten

2 cards whose sum equals 10.

Marriage

If a King is placed on top of a Queen.

Jack 7

If a Jack is placed on top of a 7.

Sandwiches

This one is the worst. Any of the above combinations with a card between them is known as a sandwich and can be slapped

- A Queen 4 King is a 'Marriage Sandwich'
- A 6 Queen 6 is a '6 Sandwich'.
- A 6 9 4 is a 'Ten Sandwich'.

Generally speaking, the player who can see the sandwiches will win the game.

Face Card Runs

If a face card is played, the next player must play a specific number of cards.

- Jack - 1 Card
- Queen - 2 Cards
- King - 3 Cards
- Ace - 4 Cards

If the opposing player plays a Queen, I must then play 2 cards in a row (looking for Slappable Combinations, or hoping for another face card). If there are no slaps or face cards during my 2-card play, then all the cards in the center go to the opposing player.

If I play a King, the opposing player must play 3 cards in a row. But if they play an Ace on their 2nd card, the play reverts back to me and I now have to play 4 cards in a row.

A slap ends the Face Card Run.

Keep your eyes out for Slappable Combinations during the Face Card Runs.

Making Mistakes

Don't make mistakes.

- If you accidentally slap when you shouldn't have, the other player gets all the cards.
- If you play too many cards on a Face Card Run, the other player gets all the cards.
- If you pause too long when you should be playing on a Face Card Run, the other player gets all the cards.
- If the opposing player finishes out a Face Card Run and you just sit there and don't collect, the opposing player can collect the cards.
- If you see a Slappable Combination too late... too bad.
- If you see a combination and go to slap, but you paused just long enough for the other player to lay a card down AND THEN you slap, you lose and they get the cards.

Winning

When a player runs out of cards, the remaining player continues to play cards until a slappable combination occurs and the player with no cards loses the slap.

OR if a Face Card Run happens, the player plays out their own Face Card Run and it completes with no slaps.