

Дурак Rules

Дурак (pronounced *durak*, means *idiot*) is a simple and popular Russian card game. The rules are very simple but there is definitely opportunity for strategy and skill.

Setup

Дурак is played with a deck of cards 6 through Ace of all suits. Aces are high. The card 2-5 are not used.

- The game starts with each player being dealt six cards face down.
- Then one card is drawn from the top of the deck and placed face up on the table. The suit of this card becomes the “trump suit.” For example, if a six of hearts is drawn and placed on the table, the trump suit is hearts.

Object

The object of the game is to get rid of all your cards. Once one player runs out of cards the other players continue playing until there is only one person with cards left. This person is the дурак, or idiot.

Playing the game

The player with the lowest card of the trump suit goes first, and play goes clockwise from there.

During each player's turn he or she must “attack” the player sitting to their left. Attacking works like so:

- First the attacker “attacks” with a card, e.g. a seven of clubs.
- The person being attacked must then “defend” that card by playing a higher card of the same suit, or a card of the trump suit. E.g: a nine of clubs or a six of the trump suit would both beat a seven of clubs.
- The attacker may then play another card of any of the rank that have been played. For example, if the attacker first played a seven of clubs, which was blocked by a ten of clubs, the attacker may then play a seven or a ten of any suit.
- The defender then defends, and the attacker attacks again until either the defender fails to defend an attack, or the attacker has nothing more to play.
 - If the attacker has nothing more to play, other players may attack the defender with any cards of the same rank. If the defender blocks all cards that are played, all cards that were played are discarded.

- If at any point the defender cannot block a card he or she must take all the cards that have been played into his or her hand.
- Finally, if there are any cards left in the deck all players draw until they have six cards in their hand. Players draw in order of who attacked, the defender always draws last. If the cards run out before everyone has drawn that is fine.
 - Note that if an attacker runs out of cards while there are still cards in the deck, after the turn he or she must still draw six cards from the deck.

Strategy

- It is generally a good idea to hold on to good cards (that is, high cards of the trump suit, or cards you think might come in handy) until the deck has run out, since it is impossible to win while there are cards in the deck.
- It is useful to remember what suits a player had difficulty defending against to get an idea of what cards he or she has.
- If a player cannot defend against an attack, those cards are put in his or her hand. This is useful to remember because now you know at least some of the cards he or she has.