

Sisyphus was an ancient Greek king and claimed founder of Corinth who was punished to push a boulder to the top of a hill in the Underworld. However, whenever he neared the top, the boulder was cursed to always fall back to the bottom of the hill, thus condemning Sisyphus to an eternity of fruitless efforts.

## OBJECTIVE

In this original Happy Quacker card game, players try to move their peg to the top of the hill/center of the board by scoring points. Once a player reaches the top of the hill, their peg gets sent back to the start, and they must reach the center of the board again - as Sisyphus is still doing for eternity.



peg hole on their side of the board (Next to the Diamond) - the second peg goes on the first of 3 peg holes (starting with the left most hole) on their side of the board below the pocketed card slot infront of the player. A dealer is selected for the game and the deck is shuffled, split, and all 52 cards are dealt out to all 4 players (13 cards/player).

SCORING Players move their pegs toward the top of the hill/center of the board by scoring

points. Points are scored in the following 3 ways: (1): Making Poker Combinations - Players can score points by making poker

combinations while playing cards in a trick. Each combination, regardless of its value of heirarchy in other games like Texas Hold'em, is only worth 1 point. The following poker combinations score points in Sisyphus: Pair - 3 of a Kind

- 4 of a Kind
- Straight of 3 (Played in or out of order)
- Straight of 4 (Played in or out of order)
- The following combinations are not counted in Sisyphus: Royal Flush, Straight Flush, Full House, Flush, 2 Pair, High Card.

Once a player makes an accepted poker combination, they immediately move

their peg up one spot (ex: If player 1 leads with a Jack of Clubs, and player 2 does not have a Club, but plays a Jack of Spades, player 2 has just made a pair, and moves their peg up one spot. If player 3 plays a King of Clubs, and player 4 plays a Queen of Clubs, player 4 would move their peg up one spot for making a Straight of 3. Player 2 would then move thier peg up one more spot for taking the trick with a Spade). Poker combinations are only counted as scoring when the card played makes a combination in that moment. In the example above, only player 4 gets the point for making the straight since they played the card that made the Straight of 3. (2): Matching Suits - Take note that each level of the board has a suit assigned to it repeating Diamond, Club, Heart, and Spade 2 times. If the suit of the card

(ex: If player 1 is on the second board level (Assigned with a Club) and makes a pair with a Jack of Clubs, player 1 moves up 1 spot for scoring with a pair and then a second spot for scoring with a Club. If on the next trick, the same player leads with an Ace of Spades (which have already been "Broken"), and takes the trick, that player moves up 1 spot for winning the trick, and another spot for taking the trick with a Spade matching the level they scored the point on). (3): Taking a trick - Like in the games Hearts, Spades, 42, etc., players take turns playing 1 card at a time in their pocketed card slot. The first card played is the leading card and sets the leading suit for that trick which must be followed if

possible by the remaining 3 players (ex: If player 1 leads with an Ace of Diamonds, then players 2, 3, and 4 must play a Diamond of any value if they

you score with matches the assigned level suit, then you score an extra point

have a Diamond in their hand). The card with the highest value (2 lowest - Ace highest) following the leading suit takes the trick, wins a point, and must move their peg up one spot towards the center of the board. Similar to other games, the suit of Spades is a trump suit in Sisyphus, and can be played out of suit to trump the higher card in suit and take the trick (ex: Of the first 3 cards played in a trick lead by a Diamond, the Ace of Diamonds is leading in suit during the trick. The 4th player does not have a Diamond, and cannot follow suit, so they play a 2 of Spades. The 2 of Spades is a trump card

are "Broken" by somone trumping another card. Players cannot lead (play the first card in a trick) with Spades, unless Spades have been previously "Broken". GAMEPLAY

Once the pegs have been set up and each player has been dealt 13 cards, players must select 3 cards from their hand and pass them face down to the person to their left. Players may not look at the 3 cards being passed to them, unless they have already passed 3 of their own. This action of passing the cards repeats each time a new 13 cards are dealt during the game. The game

and supercedes the Ace of Diamonds - the 4th player then wins the trick and moves their peg up one spot). In card games, this example shows how Spades

starts with passing 3 to the Left, and follows with the next deck deal of 13 cards with 3 cards to the Right, 3 cards Across the table, and Not Passing 3 with the 4th deck deal. This pattern repeats until the game is over. Once the above has been completed, the new 13 cards dealt always begins with the 2 of Clubs leading the first trick. Players must always follow suit if possible, and trump cards cannot be played on the first hand unless a player only has spades in their hand in which they would take the trick, and every trick in that extreme case. Players take turns playing 1 card at a time going clockwise and place their cards face up in the pocketed card slots on the board

infront of them. Players move their pegs up the board once points are scored, and after a trick is completed, all 4 face up cards are flipped over and left in the card slots. The player who takes the trick always leads the next trick with a

new card. Play continues in this way until everyone plays their 13 cards. Once all card have been played, the cards are all given to the dealer who shuffles, has the deck split, and deals out the deck again. Cards are passed (or kept), and play starts again with the 2 of Clubs and continues until the game is over. Three things happen once a player hits the top of the hill/center of the board: (1) Once a player hits the top of the hill, their peg gets sent back to the start, where they must score another 8 points to win the game.

(2) When the center of the board is hit, that players second peg on the side of the board infront of them is moved over to the middle peg hole to signify they have hit the center 1 time - once they hit the center again, the 2nd peg is moved to the 3rd position and the game ends. (3) The 4 cards that are played once a player hits the pedestal at the center of

the board are left face up in the card slots and are put at the bottom of each players pile of played cards. Once all 13 cards have been played, these face up "Pedestal Cards" are not given to the dealer, but are instead always passed across the table to the other players and are kept as part of the new hand that will be dealt. The dealer collects all of the face down cards, shuffles, has the deck split, and deals out the remaining cards to each player. Player may not

pass their pedestal cards to other players and must always keep them.







