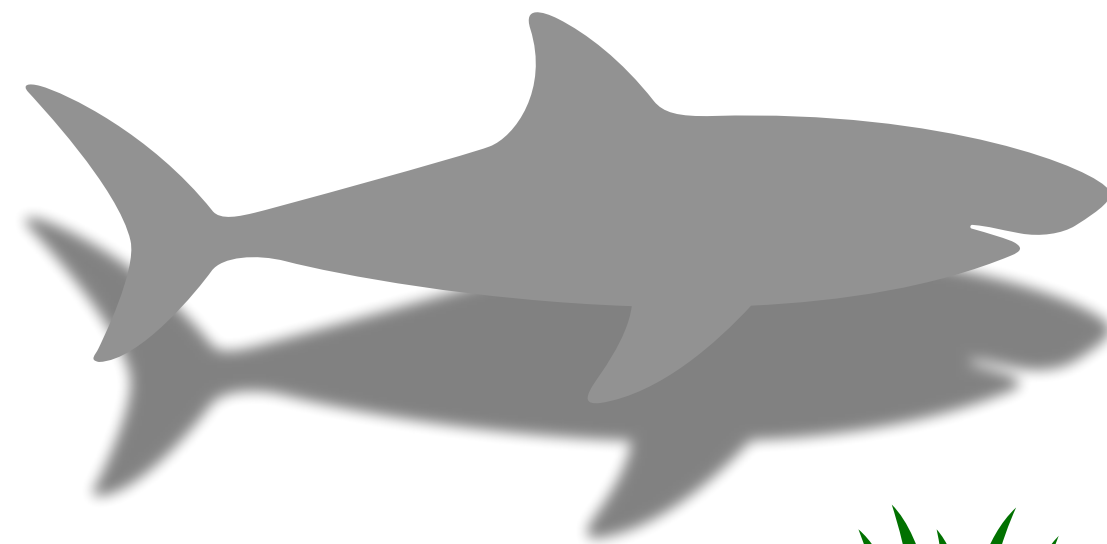
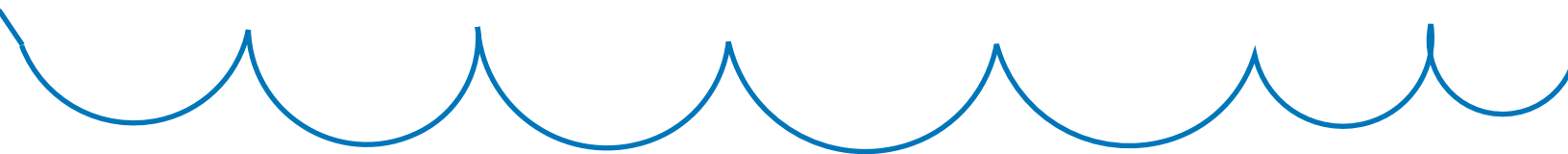
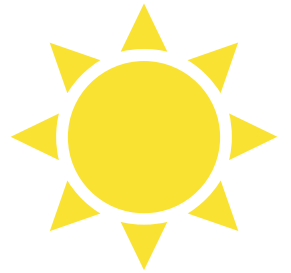


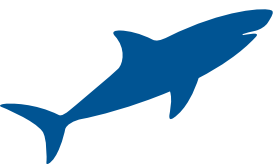
# MEGALODON

The Rules to a Competitive and Strategic Card Game

*Written by Shannon McClaugherty*

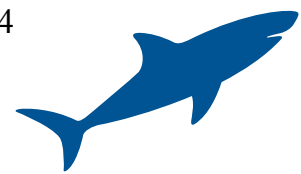
5/17/19

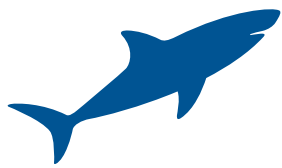




## TABLE OF CONTENTS

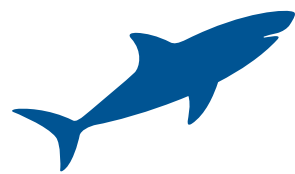
Getting started.....	1-2
Backstory.....	1
Introduction.....	1
Items needed.....	1
Objective.....	1
Number of players.....	1
Setup.....	1
Wild cards.....	2
Gameplay.....	2-3
What is a turn.....	2
Adding to a hand.....	2
Know before the first turn.....	2
Turns.....	2-3
Rule breaking and penalties.....	3
Cards hands, and their score.....	3-5
What is a pair.....	3
What is a two pair.....	3
What is a three of a kind.....	4
What is a full house.....	4
What is a straight.....	4
What is a regular flush.....	4

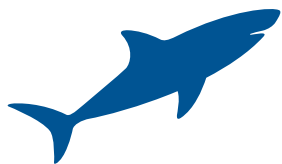




## TABLE OF CONTENTS

What is a four of a kind.....	4
What is a straight flush.....	4
What is a royal flush.....	5
Wild cards.....	5
When does a game end.....	5
At the end of the game.....	5
Variations.....	5
Time limit.....	5
Multiple rounds.....	5
Shark crazy.....	5
Credits.....	6
About game creation.....	6
Special thanks.....	6





## GETTING STARTED

### BACKSTORY

Attention! As you already know, you've been selected to go through a series of games to determine if you're the right candidate to exterminate the mighty megalodon that's threatened to destroy Earth. This game's a card game created to test your wits and strategizing skills. Good luck.

### ITEMS NEEDED

Two decks of cards, jokers included, a piece of paper, and a pencil. A six sided die is needed for a couple variations.



Items needed

### OBJECTIVE

Have the most points by playing hands at the end of the game.

### INTRODUCTION

Megalodon is an exciting card game that combines the principals of games like Go Fish and Poker. You draw cards like Go Fish, and play hands such as pairs and flushes like Poker.

### NUMBER OF PLAYERS

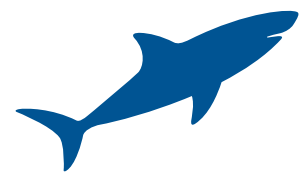
The recommended number of players is three to eight. However, this game can be played with only two players if needed.

### SETUP

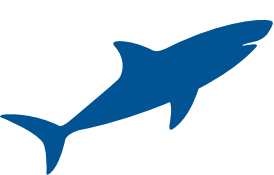
Choose a dealer and a scorekeeper, then have the dealer shuffle both decks of cards and deal out five cards to everyone. Then the dealer puts the deck face-down, taking the top card and putting it face-up to form the discard pile.



Setup for 4 people







## WILD CARDS

The jokers are wild cards, and can act as any card to help you form a hand.



Wild cards (jokers)

---

## GAMEPLAY

### WHAT IS A TURN

A turn is an opportunity to build and play hands which happens in a clockwise rotation to each person.

### ADDING TO A POKER HAND

- You can add to a poker hand that's already played as long as it isn't considered complete.
- A poker hand is considered complete once all five cards have been played on a hand. An example of a hand is a straight flush. Because the hand already has five cards played, it is considered complete. **Adding to a poker hand is optional. You don't have to make a poker hand complete if you don't want to.**
- An example of adding to a poker hand would be if you played a two of a kind on your last turn, and then added a three of a kind to it, making it a full house.
- If you lay a poker hand separate from another poker hand, it will not be considered added to a poker hand.



Example of two separate hand



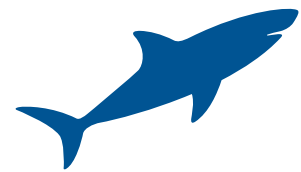
Example of a three of a kind being added to a two pair making it a full house

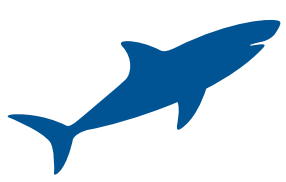
### KNOW BEFORE THE FIRST TURN

- When it isn't your turn, you **must always have five cards**. If you are found with more or less than five cards, it **WILL result in penalties** (see rule breaking and penalties).
- The person to the left of the dealer goes first.
- Play is continued in a clockwise fashion.
- **There must always be at least one card on the discard pile.**

### TURNS

1. At the beginning of your turn, you have two options. You can forfeit your turn by saying pass, or you can draw a card from either the discard pile or the deck.
2. If you choose to draw a card, you must then decide whether you want to discard one of your cards, or play a hand.





3. If you decide to discard, you then place the card of your choosing face-up on the discard pile. Play then continues to the next player. **You cannot play a hand if you have already discarded.**
4. If you decide to play a hand, lay it face-up in front of you. Then pick up more cards from either the discard pile or the deck until you have five cards again. These are the only two options you have to pick up more cards UNLESS you play five cards.
5. If you play five cards, you have another option to get five cards. You have the option to randomly take one card from any player. You can only take one card per player. You may take from as many players as you like, as long as you only take one card from each player, and you only take cards from them until you have five cards.
6. Another advantage to this rule is that you are allowed to play one more hand after you have obtained five cards again. You can only play one hand afterwards however, and if you play five cards again, you cannot play another hand because you've already done so once during your current turn.

#### RULE BREAKING AND PENALTIES:

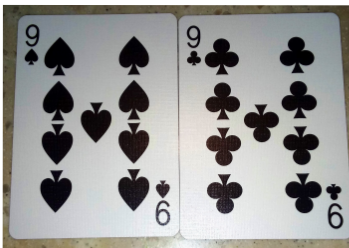
- If it is not your turn, and someone notices that you have more than five cards, they will say that they believe you have more five cards. If this is true, the same person who noticed this will select a random card from your hand, and put it face-up in the discard pile.
- If someone falsely accuses you of having too many or too little cards and you prove them wrong, their next turn is skipped.
- If it is not your turn and someone notices that that you have less than five cards, they will say that they believe that you have less than five cards. If this is true, then you can't collect anymore cards until your turn. The one exception to this penalty is if someone who played all five of their cards takes a card from your deck. If this is the case you may take one card from the deck in order to make up for the card that was taken from you.

---

## CARDS AND HANDS

### WHAT IS A PAIR

A pair is when there are two cards that are the same number together to form a hand. It is worth one point.



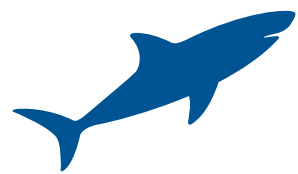
Pair

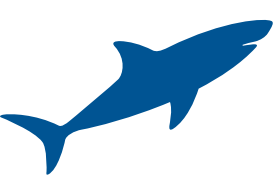
### WHAT IS A TWO PAIR

A two pair is when there are two pairs combined to form a hand. It is worth two points.



Two pair





### WHAT IS A THREE OF A KIND

A three of a kind is when there are three cards that are the same number to form a hand. It is worth three points.



Three of a kind

### WHAT IS A STRAIGHT

A straight is when there are five cards that are in a sequence, but not of the same suit to form a hand. It is worth eight points.



Straight

### WHAT IS A FOUR OF A KIND

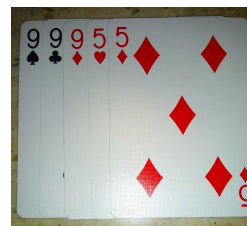
A four of a kind is when you have four cards that are the same number combined to form a hand. It is worth thirteen points.



Four of a kind

### WHAT IS A FULL HOUSE

A full house is when you combine a pair and a three of a kind to form a hand. It is worth six points



Full house

### WHAT IS A REGULAR FLUSH

A regular flush is when there are five cards of the same suit, but not in a sequence, to form a hand. It is worth ten points.



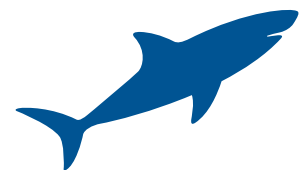
Regular flush

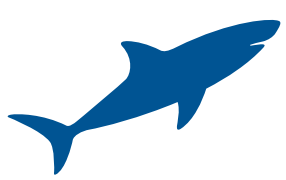
### WHAT IS A STRAIGHT FLUSH

A straight flush is when there are 5 cards in a sequence that are all the same suit to form a hand. It is worth fifteen points.



Straight flush





## WHAT IS A ROYAL FLUSH

A royal flush is when you specifically have a 10, jack, queen, king and ace that are all in the same suit and in the right sequence to form a hand. It is worth twenty-five points.



Royal flush

## WILD CARDS

Jokers are wild cards. A joker can act as any card and can be played as such in any hand you play.



Wild cards (jokers)

---

## WHEN DOES A GAME END

A game ends when both the deck and discard pile are gone. After the deck is gone, you use the discard pile as a deck, but you keep the cards face-up.

## AT THE END OF A GAME

At the end of the game, everyone first plays all hands the hands they have. The scorekeeper then takes the pencil and paper and adds up everyone's score. Whoever has the highest number of points wins. Have a tie? Have the dealer reshuffle the deck and begin another round!

---

## VARIATIONS

### TIME LIMIT

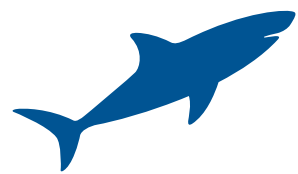
In a rush? No problem! Agree on a time limit with your fellow players, and set the clock. As soon as the designated amount of minutes has passed, stop the game and count the score! Whoever has the most points win.

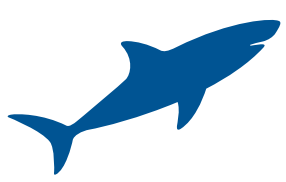
### MULTIPLE ROUNDS

You will need a die for this variation. Have the scorekeeper roll the die. If it lands on a 1, your objective is to reach 100 points before anyone else, if it lands on a 2, 200 points, 3, 300 points etc. Play until someone reaches the preset amount of points.

### SHARK CRAZY

You will need a die for this variation. Whenever you play all five of your cards and want to take a card from someone, roll the die. Whatever number it lands on, count that many places to the left. If it lands on a six, you can't choose from someone else. If it doesn't land on a six however, roll again. Whatever number it lands on is the number of cards you'll take from the player, a 6 equaling a zero.





## CREDITS

### ABOUT GAME CREATION

This game was created at CHESS in Manassas, Va in Mr. Jenkins classroom by a bunch of kids and their teacher, Mr. Jenkins. This game was created in order for Mr. Jenkins students to create a game manual such as the one you're reading right now.

### SPECIAL THANKS

I'd like to thank my parents for paying for my CHESS classes and ensuring that I learn to write effectively, supplying all of the supplies I've needed for my classes, and the pictures they took for my foodie paper. I'd like to thank my friends for their support, and most of all I'd like to thank my Effective Writing teacher, Mr. John Jenkins, for teaching me how to write a lot more effective papers then before I took your class.

