Objective	To be the person with the fewest number of points at the end of the game.
Definitions	 Trick: One round of hearts, where all players play a card Lead card: The card that opens a trick Follow suit: Playing cards that are the same suit as the lead card Broken: Hearts can't be played until they have been broken; if a player cannot follow suit, he or she can throw down a heart and 'break' the suit.
Setup	 The game can be played with 3 to 7 people, though 4 is the idea number. Using a full 52-card deck, deal the same number of cards to each player. If there are cards left over, set them aside as "hole" cards.
Gameplay	- After the cards are dealt, players look at their cards and choose 3 they want to pass on to an opponent • On the first deal, cards are passed to the right • On the second deal, cards are passed to the left • On the third deal, cards are passed across • On the fourth deal, you keep your own cards - The player with the 2 of clubs starts, and each person follows suit, if possible You win the trick if you play the highest card of the suit that led the trick The winner of the most recent trick leads the next trick Playing continues until all cards have been played
Special rules	 You can't lead with a heart until a heart has been played If you don't have a card that matches the suit of the lead card, you can play any card of any suit
Scoring	- Hearts are worth 1 point each - The queen of spades is worth 13 points - All other cards are 0 points - Shooting the moon: If a player holds every heart card and the queen of spades, they get a score of 0, and every other player gets 26 points - Points are tallied for the group when one player reaches 100.
Winning	- The player with the least amount of points at the end of the game wins.