



# Laugh and Lie Down



The game was played at the **Inter-Livery Card Game Event 2018**

The rules of the game for five players

## Special terms

**Two** of a kind from any suit are a **PAIR**, e.g. Ace of Spades & Ace of Hearts, etc.

**Three** of a kind are called a **PRIAL** ("pair royal")

**Four** of a kind are called a **MOURNIVAL** (from the French mornifle, a "slap in the face").

## The object of the game

To score maximum points by winning cards as **PAIRS**

## How do you score points?

1. Winning a **pair** by **matching** one card in your hand with one card on the table; 1 point
2. If you have three of a kind in your hand, a **Prial**, you can place a **pair** in front of you; 1 point
3. If you have four of a kind in your hand, a **Mournival**, you can place **two pairs** in front of you, 1 point per pair
4. You have a **pair** in your hand and another player wins a **pair of the same kind**, 1 point
5. You can also **claim pairs** if someone else makes a mistake; 1 point per **pair** claimed

**Opponents should be observant of their neighbours to avoid cheating.**

## The Shuffle and Deal

- ♥ The Team Leader will be the first dealer; the deal passes to the left for each subsequent game
- ♥ Dealer, or their nominee, shuffles the pack at least three times
- ♥ Dealer deals eight cards face down to each player, one card to each player in turn
- ♥ Dealer places the remaining 12 cards face up on the table. The 12 table cards should be spread out and clearly visible to all players but not arranged in any particular order

- ♥ If the table cards include a **Mournival** the Dealer turns the four of a kind face down and they will eventually be claimed as **two pairs** of “won” cards by the final player left in play

## Foreplay

- ♥ Before play, check your hand to see if it contains a **Prial** or a **Mournival**
- ♥ Three of a kind, a **Prial**. Place a **pair** face up on the table, keeping the third card in your hand
- ♥ Four of a kind, a **Mournival**. Place both **pairs** face up on the table
- ♥ If you forget to claim before play starts you can still do so on any future turn.
- ♥ **YOU DO NOT WIN A POINT** with a **pair** in your hand, only **Prials** and **Mournivals** in your hand count.

## Play

Dealer's informs their left-hand neighbour to start the game by taking the first turn, after which the turn to play passes to the next player on the left (play progresses in a clockwise direction)

At each turn you play **one card only** from your hand and use it to capture either **one** or **three** (if there is a **Mournival** on the table) table cards of the same rank, **a pair** or **two pairs**, and place it/them face up on the table. When you place your **pair(s)** down you should declare “**a pair of Aces, a pair of twos, etc.**”

You can also play **three of a kind**, a **Prial**, in your hand to capture a singleton on the table forming two “won” **pairs** (but you should have laid down a **pair** during foreplay).

If you hold a **pair** in your hand and another player wins a **pair** of that kind, you may immediately, **even out of turn**, add your **pair** to your “won” cards, since it can no longer be won in any other way.

If you have no cards in your hand matching any card on the table **OR** there are no cards left on the table you must say “**I Lie Down**” (at this point your opponents should **laugh, chortle** or **bang the table** in merriment). You must then place the cards still remaining in your hand face up on the table for the remaining players to capture subsequently when it is their turn.

The final player can capture all the remaining **pairs** to cards **still in their hand**. If there was a **Mournival** placed face-down at the deal the final player adds this as two **pairs** to their “won” cards.

## Spotting others' mistakes

You can also “win” **PAIRS** by spotting other players' oversights, even if you have already **Laid (lain) Down**. Catching somebody out does not count as a turn but is a “cunning plan” in true Baldrick style; you should therefore avoid prompting your opponents, let them make mistakes, specifically: -

- ♥ If the table cards include a **Mournival** and the dealer failed to take it out of play, whoever claims it first wins all four cards as two **pairs**.
- ♥ If table cards include a **Prial**, and a player captures only one such card instead of all three, whoever claims it first wins the unclaimed **pair**.
- ♥ If a player **lays down**, and their cards include a **pair** that they should have been “won” when the corresponding pair was captured, whoever claims that **pair** first wins it.

## Tips

When you have a **Pair** in hand that matches a **Pair** on the table, it is permissible to play your pair and capture all four cards simultaneously. However, you should avoid this temptation as taking only one pair in your turn leaves you with another play on a future turn; there might be an advantage to being the final player after all others have “**Laid (lain) Down**”.

- ♥ Try to be the final player in with as many future plays as possible so you may wish to consider: -
- ♥ If there is only one card of a given rank on the table and you hold a matching singleton or a pair then capture the table card before somebody else does.
- ♥ If there are two or three of a given rank on the table, and you can match that rank from your hand, then you can safely hold back until you have no alternative.

### Score sheet (The first game is for practice only and is not scored)

First Name.....Last Name.....Livery.....

Game Number	Round 1 scores	Game Number	Round 2 scores
1		1	
2		2	
3		3	
4		4	
5		5	
<b>Total score</b>		<b>Total Score</b>	
	<b>Cumulative Score over both rounds</b>		