

# MOD TEN

by Mark Steere

**INTRODUCTION** Mod Ten is a shedding card game for 2, 3, 4, 5, or 6 players. Mark Steere designed Mod Ten in November, 2022.

**DECK** A stripped deck is used, either single or double.

**Single deck** - Remove 5s, 10s, and face cards.

For 3, 5, or 6 players, additionally remove:  
The Ace and 9 of Spades.

**Double deck** - Remove 10s and face cards.

For 3, 5, or 6 players, additionally remove:  
Both Aces and 9s of Spades,  
Both Aces and 9s of Clubs,  
Both Aces and 9s of Diamonds.

**RANKS** High to low: 9, 8, 7, 6, 5, 4, 3, 2, Ace. Suits are irrelevant.

**DEAL** The dealer of the first hand of the game is selected at random. In subsequent hands, the player to the right of the the last player to shed in a card in the previous hand deals. The player to the dealer's right shuffles the cards. The player to the dealer's left cuts the deck. The entire deck is dealt face down, one card at a time, clockwise, beginning on the dealer's left. In a two-player game, cards may optionally be dealt face up.

**PLAY** The player to the dealer's left leads by placing any card from his hand face up on the table. Continuing clockwise, players must follow suit if possible. If not, their turn is skipped. If your played card brings the sum of table cards to a multiple of 10, you collect all the table cards, place them face down on the discard pile, and lead another card of any suit.

**OBJECT OF THE GAME** The first player to play his last card wins the game.

**AUTHOR'S NOTE** Feel free to publish this rule sheet and to program the game of Mod Ten. No licensing fee or royalties are expected. However, please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at [marksteeregames.com](http://marksteeregames.com).