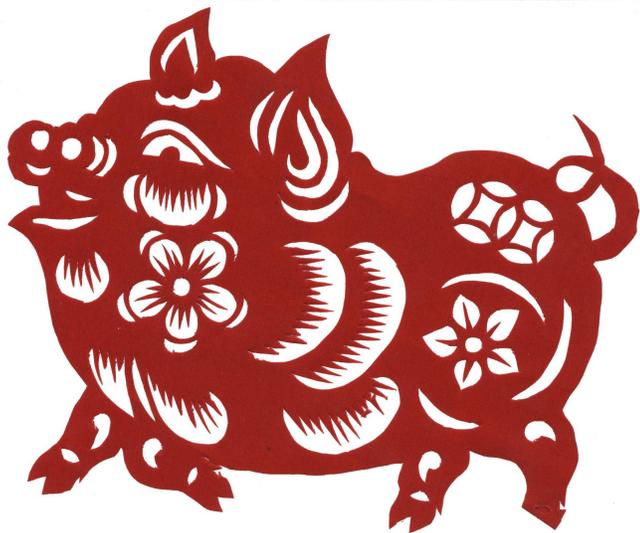


BACON



GAME OBJECTIVE

Go out first. Hope your partner goes out next.

PLAYERS

4 or 6

EQUIPMENT

2 packs of standard playing cards

RANKING

(low) 1 2 3 4 5 6 7 8 9 10 X (high)

Introduction

Bacon is a fixed-partnerships climbing game that is all about going out early as a team. The only team that will score is the team that goes out first, but their score will depend on when the rest of the team goes out. If your team does NOT go out first, your job is simple: make the other team go out as late as possible.

Materials

You will need two copies of each rank 1 2 3 4 5 6 7 8 9 10 in three suits (60 cards). You will also need 8 wild cards (X). (You can use face cards for this—Jacks, for instance.)

Setup

Players choose partners. These partnerships remained fixed for the entire game. Partners should sit across the table from one another, with one opponent on their left and the other opponent on their right.

A game of *Bacon* is played over several deals. For the first deal, select one of the players to be the dealer. **Give 2 wild cards to each player.** Shuffle the remaining cards. **Deal 15 cards, face-down, to each player.** Players can hold their wild cards or leave them on the table in front of themselves (whichever they prefer).

Play

Each deal is played over a number of rounds. For the first deal, the player to the dealer's left leads to start the first round by playing an opening card combination. This opening combination begins the card pile for the round; all subsequent combinations are played on top of this pile.

ORDINARY COMBINATIONS

There are **ten (10)** types of ordinary combinations to play.

- **Singles:** One card played by itself
- **Pairs:** Two cards of the same rank
- **Triples:** Three cards of the same rank
- **Runs:** Three cards of consecutive rank
- **Bobtails:** Four cards of consecutive rank
- **Straights:** Five cards of consecutive rank
- **Stretches:** Six cards of consecutive rank
- **Stairs:** Two pairs of consecutive rank
- **Tubes:** Three pairs of consecutive rank
- **Plates:** Two triples of consecutive rank

BOMBS

Bombs are a special type of combination. There are **five** types of bombs. In order, from lowest to highest they are...

1. **Quads:** Four cards of the same rank
2. **Straight Flushes:** Five cards of consecutive rank and **all cards are in the same suit**
3. **Quints:** Five cards of the same rank
4. **Stretch Flushes:** Six cards of consecutive rank and **all cards are in the same suit**
5. **Hexes:** Six cards of the same rank

WILD CARDS

The Xs can be used as wild cards to represent any card from 1 to X (*highest natural rank + 1*) in any suit. Wild cards can be used to form ordinary combinations AND **wild cards can be used to form bombs!**

The person playing a combination should always name what the combination is meant to be.

PLAYING THE ROUND

After leading a combination, play proceeds clockwise with each player having the option to play a higher-ranking combination or pass. Note that a player with a higher combination can choose to pass instead of playing it. A player without a higher combination must pass.

To be higher-ranking, the new combination must be of the exact same type, have the exact same number of cards, and have higher-ranking cards. So if a single card is led, only a higher single can be played; if a pair is led, only a higher pair can be played; a straight can only be beaten by a higher straight; and so on.

Bombs are the only exception to this rule. A bomb can be played, in turn order, to beat any combination except a bomb of the same or higher rank. After a bomb has been played, it may only be beaten by a higher-ranked bomb of the same type OR any bomb of a higher type (e.g., any Straight Flush beats a Quad). **Bombs CAN be led.**

Players continue in this manner, playing successively higher combinations of the same size and type or passing until a combination is played and all other players pass in succession. This ends the round.

A player *goes out* when they have played their last card. A round ends as soon as all players but one have passed in succession or all players on one team have gone out. A player that passes may still play a combination later in that same round.

When the round ends, whoever played the highest combination is the round winner. The card pile is cleared away and **the round winner can EITHER lead to start the next round OR they can give the lead to their partner** by saying "Partner, *you lead.*".

If the round winner went out, they can give the lead to their partner or they can let the person to their left lead.

Partners can NOT discuss who should lead. The choice is the round winner's to make on their own. It cannot be refused by the partner.

ENDING THE ROUND

When all players on one team have gone out, the round and the deal are over. The round and the deal end as soon as the remaining partner plays their last card.

Score

The first player who runs out of cards wins the deal on behalf of their team. Play continues until the other member of the winning team also runs out of cards. If the second member of the winning team finishes second, it is a 1-2 win; if third, it is a 1-3 win; if fourth, it is a 1-4 win.

- A team that wins 1-2 scores **4 points**;
- A team that wins 1-3 scores **2 points**;
- A team that wins 1-4 scores **1 point**.

CONTINUING PLAY

After all the scoring has been recorded, another deal begins and new hands are dealt.

The new dealer is the next player *on the team with the most points* in turn order from the previous dealer; if there is a tie, the new dealer is chosen, as described, from the team of the player that went out first.

The player to the left of the dealer leads.

Win

Play to **8 points** or **8 deals** (whichever happens first).

As soon as one team reaches the target score, that team wins immediately. You do not need to finish playing the hand.

If the final deal has been reached, and a team that is ahead—or tied—goes out first, that team wins immediately. You do not need to finish playing the hand.

If, after the final deal, there is a tie, play one additional deal until one player on one team goes out first. That team immediately wins.

SIX PLAYERS

Use two copies of each rank 1-9 in four suits. Deal 12 cards to each player. Give each player 2 wild cards.

The game is played in two teams, 3 vs 3. The team score is based on when the 2nd and 3rd players on your team go out:

Out	Score
1	-
2	8
3	4
4	2
5	1
6	0

For example: If your team goes out 1-3-5 you score 4+1=5 points.

Play to **18 points** or **6 deals**, whichever happens first

SIX PLAYER ONLY

The player that won a trick can ask **just one** of their partners, "Do you want the lead?" to which that partner can respond only "Yes" or "No." If the round winner has gone out, and two partners remain, the round winner can still ask this question. If only one partner remains, the round winner cannot ask this question.

APPLEWOOD

Variant

PLAYERS

3 to 6

Applewood is the no-partnerships version of Bacon. There are no teams; it's every person for themselves. Your score will depend solely on the position you go out, so go out early.

Each deal is played until only one player is left holding cards.

3P

Use 3 suits doubled, ranks 1-8 plus 6 wild cards for 54 cards.

Deal 16 cards to each player. Give each player 2 wilds.

The first player out scores **2 points**.

The second player out scores **1 point**.

The third player scores **0 points**.

The dealer is the player with the highest score. If there's a tie, break in favour of the first tied player to the left of the previous dealer.

The starter for the next round is the player with the lowest score. If there's a tie, break in favour of the first tied player to the left of the dealer.

The game is played to **6 points**. If there is a tie, either share the victory or continue playing until there is a winner.

4P

The deck and deal are the same as in Bacon.

The scoring is **3, 2, 1, 0**.

Play to **8 points**.

5P

Use 3 suits doubled, ranks 1-10 plus 10 wilds for 70 cards.

Deal 12 cards to each player. Give each player 2 wilds.

The scoring is **4, 3, 2, 1, 0**.

Play to **10 points**.

6P

The deck and deal are the same as in Bacon.

The scoring is **5, 4, 3, 2, 1, 0**.

Play to **12 points**.

CHUNKY BACON

Variant

PLAYERS

4 or 6

You can also use the Applewood scoring to play the Bacon partnership game by combining the individual scores for each team member. End the hand once one team has gone out (no points are scored by the remaining players).

4P is better if you use **4, 2, 1, 0**.

For **4P play to 20 points**. For **6P play to 40 points**. Finish the hand and the team with the higher score wins.

The Team

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