



# Dark Hand

(& Skit Scat)

2-6 players

## Summary:

Be the first to get a 3 of a kind or a 3 card straight flush to win the hand. Can you predict if your win will be with Light or Dark cards?

Dark Hand is based on a game my grandmother taught me called Skit Scat but offers more risk and reward. I'll start with the rules for Skit Scat first followed by the rules for Dark Hand (on page 3).

## Rules for Skit Scat (2-6 players):

### The Object:

Be the last player standing with tokens to spare. My family played the game with pennies, but you can play with buttons, match sticks, or any other tokens you have around.

### The Deck:

Remove the Jokers from a standard 52 card deck. You can also use the Dark Hand deck and play with only the Light side. Each player begins with 3 tokens. You can also put a bowl in the center of the table for the Pot (optional).

### The Deal:

Deal 3 cards to each player. Place the next card face up on the table to start the Discard Pile and set the remaining cards next to it for the Draw Pile.

### The Play:

Each turn you will draw one card from the top of either the Draw Pile or the Discard Pile. Then you will discard one card from your hand onto the Discard pile.

Your goal is to collect 3 cards with the same suit and with ranks in sequence (a "Skit") or 3 cards with the same rank (a "Scat")

If you get 3 of a Kind, call out "Scat!" and lay your cards face up on the table. You win the hand and all of the other players put one of their tokens into the pot.

If you get a 3 card Straight Flush, call out "Skit!" and lay your cards face up on the table. Each player gets one more turn to complete their hand with a Skit or Scat. If a player can't get a Skit or Scat with their last draw, they put one token in the pot. If a player gets a Skit, they don't have to put a token in unless another player gets a Scat. If a player gets a Scat on their last draw they win the hand and everyone else puts a token in the pot (even if they got a Skit or did not get a final draw).



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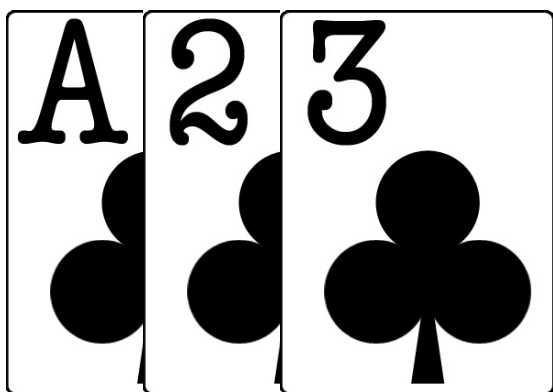
2-6 players

## The End:

When a player puts their last token in the pot they are out of the game.

Continue playing with the players that remain until only one player has any tokens left.

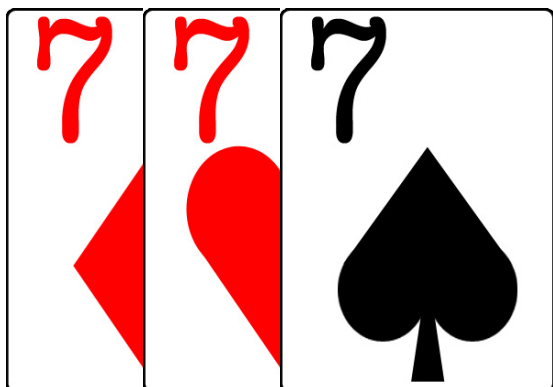
The last player with tokens wins everything in the Pot.



## Skit

3 cards in rank order and all in the same suit.

Aces can be High or Low.



## Scat

3 cards with the same rank.



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2-6 players

## Rules for Dark Hand (2-6 players):

### The Object:

Be the last player standing with tokens to spare.

You can play using either the Light or Dark sides and predicting your win can reap big rewards!

### The Deck:

Remove the Jokers from the deck and leave them face up on the table.

Each player begins with 5 tokens (or 7 for a longer game).

You can also put a bowl in the center of the table for the Pot (optional).

### The Deal:

Deal 3 cards to each player. Place the next card face up on the table to start the Discard Pile and set the remaining cards next to it for the Draw Pile.



**Jokers**



**Draw Pile**



**Discard Pile**



# Dark Hand

**(& Skit Scat)**

**2-6 players**

## **The Play:**

Each turn you will draw one card from the top of either the Draw Pile or the Discard Pile. Then you will discard one card from your hand onto the Discard pile.

Your goal is to collect 3 cards with the same suit and shade with ranks in sequence (a “Skit”) or 3 cards with the same rank and shade (a “Scat”).

All 3 cards in a Skit or Scat must be Light or Dark (you can not combine shades).

If you get 3 of a Kind, call out “Scat!” and lay your cards face up on the table. You win the hand and all of the other players put one of their tokens into the pot.

If you get a 3 card Straight Flush, call out “Skit!” and lay your cards face up on the table. Each player gets one more turn to complete their hand with a Skit or Scat. If a player can’t get a Skit or Scat with their last draw, they put one token in the pot. If a player gets a Skit, they don’t have to put a token in unless another player gets a Scat. If a player gets a Scat on their last draw they win the hand and everyone else puts a token in the pot (even if they got a Skit or did not get a final draw).

## **Calling “Dark Hand”:**

You can announce in advance that you plan to win the hand using your Dark Hand or Light Hand. You will risk more but you also have more to gain. (For new or young players you can ignore this section to play a simpler version of the game.)

To call Dark Hand you must be the first player to say “Dark Hand!” out loud. Take the Dark Joker from the table and put one of your tokens on top of it. A player can also call “Light Hand!” and claim the Light Joker with their token. All of the rules for calling Light Hand are the same as the rules for calling Dark Hand.

Once a player calls Dark Hand no one else can call it for the rest of the hand.

The player who calls Dark Hand can only complete a Skit or Scat using their dark cards. They can no longer win with Light cards.

If you call Dark Hand and succeed in winning the hand, every player who would have put one token in the pot must now put in two tokens. You keep the token that you put on the Joker.

If you call Dark Hand and do not win the hand, you must put the token that you put on your Joker plus a second token into the pot.

At the end of the hand, any Jokers that were used are returned to the middle of the table.



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## Calling “Dark Hand” (continued):

Rules for calling Dark Hand:

For each hand only one player is allowed to call Dark Hand and one player is allowed to call Light Hand. Sometimes only one will be called, sometimes both and sometimes neither.

You can call Dark Hand at any time from when the deal begins to your first turn. After that you can only call Dark Hand during your turn.

You can not call Dark Hand on the same turn that you Skit or Scat. You are allowed to call Dark Hand during a turn that you draw a Skit or Scat, but you must wait until your next turn before you play it.

If you call Dark Hand and play a Skit, any player who plays a skit in their final draw does not need to pay any tokens (if no one plays a Scat). If someone does play a Scat on your Skit you must still put two tokens in the pot.

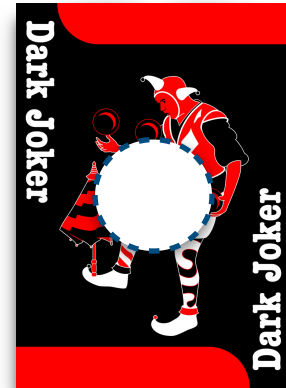
If you call Dark Hand and someone else plays a Skit first, you can play a Skit (in the correct shade) and keep your tokens. No other players need to pay two tokens because it was not your winning Skit.

If you call Dark Hand and someone else plays a Skit first, you can play a Scat (in the correct shade) and everyone else pays two tokens because you played the winning hand in the shade that you called.

If you call Dark Hand and another player calls Light Hand and that player wins the hand, you must put a total of three tokens in the pot: One for losing the hand, one because they predicted their win, and the one you put on your Joker. If you both get a Skit (and no one plays a Scat), only players who did not get a Skit in their final draw put two tokens on the pot.

If you have only one token left you can still call Dark Hand. You will put your last token on the Joker and if you do not win that hand you will be out of the game.

Optional rule: Forfeit Play. If you call Dark Hand but you get a winning hand with Light cards, you can play that hand to prevent another player from winning. If you win the hand you will still need to forfeit your token on the Joker and put it in the pot. If you play a Skit in the wrong shade and someone beats it with a Scat, put two tokens in the pot. You can not make a Forfeit Play if your last token is on the Joker. You are not allowed to make a forfeit play unless all players have agreed to this optional rule before the game begins.



Call “Dark Hand” and put a token on the Dark (or Light) Joker. If you win the hand your opponents must pay an extra token!



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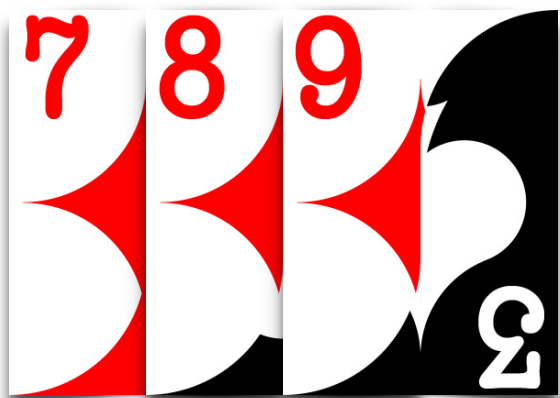
2-6 players

## The End:

When a player puts their last token in the pot they are out of the game.

Continue playing with the players that remain until only one player has any tokens left.

The last player with tokens wins everything in the Pot.



## Light Hand Skit

3 cards in rank order and all in the same suit.

Aces can be High (Q-K-A) or Low (A-2-3) but not both (2-A-K is not allowed).



## Dark Hand Scat

3 cards with the same rank.