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	<ul> <li>The game can be played with 3 to 7 people, though 4 is the idea number.</li> <li>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.</li> </ul>
Gameplay	<ul> <li>After the cards are dealt, players look at their cards and choose 3 they want to pass on to an opponent</li> <li>On the first deal, cards are passed to the right</li> <li>On the second deal, cards are passed to the left</li> <li>On the third deal, cards are passed across</li> <li>On the fourth deal, you keep your own cards</li> <li>The player with the 2 of clubs starts, and each person follows suit, if possible.</li> <li>You win the trick if you play the highest card of the suit that led the trick.</li> <li>The winner of the most recent trick leads the next trick.</li> <li>Playing continues until all cards have been played</li> </ul>
Special rules	<ul> <li>You can't lead with a heart until a heart has been played</li> <li>If you don't have a card that matches the suit of the lead card, you can play any card of any suit</li> </ul>
Scoring	<ul> <li>- Hearts are worth 1 point each</li> <li>- The queen of spades is worth 13 points</li> <li>- All other cards are 0 points</li> <li>- 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</li> <li>- Points are tallied for the group when one player reaches 100.</li> </ul>
Winning	- The player with the least amount of points at the end of the game wins.