

How to play Hand and Foot

1. Using any browser go to www.inmyfoot.com . Click on the Hand and Foot screen and you will be directed to the Hand and Foot game page.
2. Enter the password.
3. Enter a table name. This can be any name (case is important). If the table exists, you'll join the existing table. If the table does not exist, it will be created.
4. Other players in your party should enter the same table name.
5. One player should then start a 'New Game'.
6. One at a time, players should 'Join' the game. Order determines teams: #1 will be partnered with #3 and #2 will be partnered with #4.
7. When all 4 players have joined, all initial cards will be dealt (both hands and feet) and player #1 will have the first turn for the first hand (of 4 total hands/game).

Alternatively, instead of 4 separate browser/players joining, a single player may click 'Add Auto'. This adds a new simulated player to the game. In this way one player can Join and add three Autos for solitary play. Or two players/windows can play a 4 handed partner game with 2 Autos, etc. See further auto notes below.

Table layout: Partners do not 'sit' across from each other – the player along the bottom is partnered with player on the left. This may or may not change in a future version.

Hand and Foot is a version of Canasta. Typical play proceeds as follows:

- When turn passes to a player, 2 cards are automatically dealt to the player and 'highlighted'. Highlighted means the cards are elevated above the rest of cards in your hand. See notes below.
- Cards can be highlighted and 'unhighlighted' by clicking on the card. All play involves highlighting one or more cards and then clicking on one of the book piles or the discard pile. If the move is legal the cards will be moved. If a card is discarded, play will automatically move to the next player.
- Classic rules of Canasta/Hand and Foot apply:
 - o You start a book with three cards – all the same rank or a pair with a wild card.
 - o Wild cards are 2's and Jokers.
 - o Cards are added to an established book until the book is completed with 7 cards.
 - o After a book is complete you may still add additional (non-wild) cards for additional points.
 - o Books with wilds cards are called 'dirty'; books without wild cards are called 'clean'.
 - o The goal is to complete 3 clean and 3 dirty books and to play all the cards in your hand.
 - o There are restrictions on how many wild cards can be played on a book; typically 2 or 3. See 'Game Modifications' below.
- When all the cards in your hand are played the hands in your 'foot' are moved to your hand and you are 'in your foot'. If you discarded to reach this point your turn is over and you continue to play through your foot on your next turn (you are 'peeking'). If you played on a book to empty your hand you 'go directly to your foot' and keep playing (very exciting..).

- To go out make sure you have enough clean and dirty piles and usually you also make sure your partner has had a chance to play at least one turn in his or her foot. You are allowed to ask your partner "can I go out"?

Scoring

- Dirty books: 300 pts. Clean books: 500 pts. 100 pts for going out. Then count all the values of all the cards in the books. Then subtract the value of all the cards left in your hands.
- The values of cards are: 4,5,6,7: 5pts each. 8, 9, 10, J, Q, K: 10 pts each. Ace 20 pts. 2's 20 pts; Jokers 50 pts. Red threes are -500 points when they are left in your hand or foot. Red threes played on the red three pile/book are worth 100 pts each.
- So don't get stuck with red 3's. Alternatively stick your opponent with red 3's.
- You must make 'meld' when you begin a new hand: Hand 1: 50pts, Hand 2: 90pts, Hand 3: 120pts, Hand 4: 150pts. If your initial meld does not meet these goals the cards you played will automatically be placed back into your hand when you discard.

Game Modifications

The interface for adjusting the game rules requires a keyboard (this may change in future versions). You can see the keys to change rules in parenthesis in the lower righthand box. They are:

- default is 4, you can also set this to 2 for a 2 person game (not tested much).

d – # of cards dealt to hand and foot. Default is 11 for both the hand and foot.

g – # of cards to complete a book. Default is 7.

c - number of dirty books and clean books needed to go out. Default is 3. 1 is typically used for 2 person games.

r– red 3 value. Default is 500 pts.

s – swap red 3's. Default is 100 pts. When set to a number greater than 0 you can trade in any red 3 dealt to you for another card. You receive 100 pts per red 3 traded. To trade in a red 3 click on the small '3' book above the '4' book.

w – # of wildcards allowed per dirty book. Typically 2 or 3 but the number of wild cards must always be less than number of non-wild cards in any book.

p – how many cards you can pick up from the discard pile. When set to a positive number you can draw from the discard pile. To draw p cards you must have q cards of the same rank in your hand. When playing with a positive p value a 'stock' will be presented to the player and the player will then select either 2 cards from the stock or p cards from the discard pile at the start of each turn.

q – see above. Traditional values of p and q are 1 and 2.

h – lists the above keys.

Notes:

- The game has not been tested in a comprehensive way – send email with questions or problems or bugs.
- The ‘tables’ do not ‘persist’. That is, they only live as long as someone is logged into them. When a new player joins a table the game settings for the new player are set to the default. To adopt the settings from the existing table reset one of the values in the existing table. Any change made by any player will be broadcast, along with all the settings, to all players at that table.
- The ‘Player Labels’ (numbers in small boxes) change depending on whose turn it is. They are highlighted with bright green when a player’s turn is active. When another player at another table has a turn the label is ‘shadowed’.
- To step through the Auto Player turns click on the discard pile. The Auto Player will automatically be dealt two cards or it will pull from the discard when the turn is passed to the Auto. Clicking on the discard will cause the Auto to follow through with its turn. You will need to click again if the Auto can go directly into its foot. Instead of clicking on the discard pile you can click the space bar or click on the player label for the same effect.
- If a player gets ‘stuck’ and the ‘turn’ does not advance to the next player, try typing an uppercase ‘N’.
- Sometimes, when highlighting cards, they seem to highlight at a lower level. When this happens poke around to understand which cards are ‘highlighting low’ and then play per usual. This is generally corrected by the next turn. I’ll figure this out eventually. Update: it may be gone....
- Sometimes the host (the Heroku servers) restart the server, you get an hourglass and play stalls – as usual just wait and things should continue cleanly when the prompt changes.
- Note that if a player refreshes the page the game is over and the score is lost.
- Good references for Hand and Foot rules and variations are
 - <https://bicyclecards.com/how-to-play/hand-and-foot/>
 - <https://www.pagat.com/rummy/handfoot.html>