

Trick Taking in Black and White

Number of players: 2 to 4 **Time:** 20 minutes **Age:** 8 years old and up

Contents

36 cards

1 to 36 on the black side 1 to 36 on the white side

White + black value on card always adds up to 37.

The following normal rules are for 3 or 4 players; special rules for 2 players are described later.

Setup

Shuffle all the cards well and give the same number of cards number side down to all the players: 12 cards each for 3 players, 9 cards each for 4 players. These cards are your hand.

Decide the first player by rock-paper-scissors or something.

How to Play

(1) The First Player choose a card from their hand and plays it in from of them but putting it face up. The First player then declares what color, black or white the hand will use and points the declared color towards the center of the table.

(2) Starting with the player to the left of the first player, in clockwise order, each player plays a card of their choice from their hand in the color declared by the first player.

The color declared by the first player is played toward the center.

(3) Compare the numbers on the cards

The person who played the largest number in the declared color takes the trick (ignore the numbers in the undeclared color).

Group the tricks you take by declared color, so that you can keep track of the number of tricks you have taken of both colors.

The player who wins the trick starts the next trick.

Repeat (1) to (3), until all cards in players hands have been played. When everyone's cards are played, the round ends and scores are calculated.

Score Calculation

Each player counts the number of times he or she has won with white and the number of times he or she has won with black. If the number of black and white is the same, the total number of white and black tricks is added to the player's score. If the number of black and white tricks is different, the total number of times is subtracted from the player's score.

Example: Taro-kun wins 2 white tricks and 2 black tricks. Since they have the same number of wins, Taro gets 4 points.

White 2 + Black 2 = +4 points

Hanako has 3 in white tricks and 2 in black. Since the number of wins is different, Hanako loses 5 points.

White 3 + Black 2 = -5 points

Next round

The player to the left of the player who started the previous round leads the first trick.

Game end

Once everyone has been the leader of a round, the game ends at the end of that round. The person with the highest total scoring is the winner. If there is a tie, share the win. Or play one more game.

Rules for two players

No changes to the gameplay, however setup and scoring are different.

Changes in preparation

All cards are shuffled and 11 cards are dealt to both players. Extra cards are removed from the hand.

Changes in score calculation

Each player compares the number of white tricks they have taken with the number of black tricks they have taken. The player with the smallest difference wins.