Cursed Tricks
Play Summary

呪術トリック

Play

1. Everyone plays a card to form a trick. Follow the suit led.

2. The highest card of the suit led is the winner,
   except when 1 and 14 of that suit are played, where 1 wins.

3. You must **break a curse** of your choice in front of you, only if:
   ▶ You played the lowest card **of the suit led** in that trick; AND
   ▶ That card is not 1; AND
   ▶ You didn't lead to that trick.

4. The winning card becomes **a new curse of that suit**, only if:
   ▶ There is no curse of that suit on the table; OR
   ▶ The winning card value is higher than the current curse of that suit.
   In that case, the previous curse is broken, even if it's of the same player.

5. The winner places the curse in front of them face up, and moves
   the remaining cards in the trick onto their own point pile, face down.
   Anyone's broken curse card is also moved onto their point pile.

The Round Ends When

A. All 13 tricks are played; OR
B. Anyone has 3 curses in front of them.

Scoring

A. You score **1 point per card** in your point pile.
   BUT IF YOU HAVE
   1 Curse: All cards of that suit doesn't count.
   2 Curses: You score 0 points, regardless of your point pile.
   3 Curses: You score -2 x (# of players) points, regardless of your point pile.

B. If you have no cards in your point pile, you score **10 points, unless**:
   ▶ the round (deal) has ended immediately by someone collecting
   3 curses, **even in the last trick**.