

Zimbabwe Trick (ジンバブエトリック)

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Players: 3-4, Time: 20 Minutes, Ages: 8+

BACKGROUND: Anyway, I tried to look at how it feels to increase the ranks more and more. Experience Zimbabwe dollars getting hyperinflationary.

COMPONENTS: 55 cards (one 1, two 2s, three 3s, ...ten 10s); 16 purple bidding chips; 12 wooden trick cubes; various stones for score keeping (1 point white stones and 5 point colored stones).

PURPOSE OF THE GAME: Take tricks and score moderately, so as not to take the most tricks and go bankrupt.

HOW TO PLAY: Shuffle the cards face down (the side without numbers), and deal 12 cards to each player. Set the remaining cards to the side. Choose a start player in a friendly manner. Once you have decided on the start player, everyone will make a bid for the number of tricks they'll take.

Beginning with the start player and proceeding clockwise, each player examines their 12 cards, and predicts how many tricks they think they can win. Each player takes a number of purple chips equal to the amount they expect to win.

Each trick won will be worth 1 point, but if a player wins a number of tricks equal to their bid (number of purple chips), each of that player's tricks are worth 2 points each instead. However, if a player wins the most tricks, they will earn no points. Please refer to the Score Calculation section for additional details.

After the bidding is complete, the start player becomes the lead player for the first trick. Starting with the lead player, they choose a card from their hand and play it. Once they have played a card, it will be the next player's turn. If any following player has a card with the same number as the lead card, they must play it. Otherwise, the following players may choose any card.

Once all players have played a card, the trick is over. The player with the largest number in front of them wins the trick. If players are tied for the largest number, the player who played a card later in the turn order wins.

When one trick is completed, the players leave the cards played in front of themselves, and the player who won the trick takes a wooden trick cube. (The cubes may be placed on the purple bidding discs to track the players' progress on their bids.)

Then, players move on to the next trick. The winner of the previous trick will be the lead player for the next trick. (Of course, please follow the rules regarding following rank and so forth.)

Cards for the second trick are played so that the numbers overlap (on the left) the cards previously played. For example, if a player played "7" in the first trick, and "6" in the second trick, it is treated as playing "67". If this player played a "3" for the third trick, it is treated as "367". Each subsequent trick will increase the number of cards and the highest number will take the trick.

The "10" is a very strong card and it is easy to win with. However, after the next card is played, the "10" will become a "0". For example, if a player played a "5" in the first trick and a "10" in the second it is treated as "105". However, the card for the next trick is played such that the "1" is not visible, so a "6", for instance, would make the third trick a "605" for the player.

When playing a card, the players should say aloud the number in front of them. As the tricks progress, the numbers become ever greater, and it is exciting to actually speak them.

The players continue playing tricks until their hands are empty (12 tricks), and then the game is over. The players calculate scores and the player with the highest score wins.

SCORE CALCULATION: The player who took the most tricks earns 0 points and is bankrupt. If there is a tie, the player who won a trick later in the game earns 0 points. Of the remaining players, any who won the same number of tricks as their bid earn 2 points per trick; players who did not win the same number of tricks as their bid earn 1 point per trick.

Once this score calculation is complete, one game is over.

In terms of victory and defeat, it may be fun to play a series of 3 games with the overall winner being the player with the highest sum of points across the 3 games. (The start player for a subsequent game is the bankrupt player from the previous game.)

Those who feel unreasonable about this method of score calculation may adopt the following method instead.

SCORE CALCULATION (VARIANT): The player who took the most tricks and did not meet their bid, earns 0 points and is bankrupt. If there is a tie, the player who won a trick later in the game earns 0 points. Of the remaining players, any who won the same number of tricks as their bid earn 2 points per trick; players who did not win the same number of tricks as their bid earn 1 point per trick.