

トリックオブトリップ (Trick of Trip)

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Players: 3-5, Ages: 10+, Time: 20-30 min.

(1) OVERVIEW: Trick of the Trip is a must-follow trick-taking game that uses an unusually drafted hand. In the game, each player splits 6 cards into two sets and lets the next player choose a set. A player's hand will be a combination of three cards the player did not choose, and three they did. Some cards are strong, while some cards are weak, but score more. Some cards play an important role in limited situations. There are cards only you want, and cards only your opponent wants. Try to make a strong hand by dividing these well, and earning the victory.

(2) CONTENTS: 54 cards (4 suits, with 1 to 12 in each suit; 6 trump cards, numbered 1 to 6); 5 card stands.

(3) GAME PREPARATION: Shuffle the cards and place them in a position easy for all players to reach. This will be the deck. Place one card stand between each pair of adjacent players. Determine the lead player in any appropriate way.

(4) GAME FLOW: The game consists of four rounds, and after the fourth round, you will score. The player with the highest score at the time will be the winner.

In each round, a "draft" determines the hands that the players will use, and a round consists of six "tricks" in which each player will play one card, in turn order.

(5) ROUND PROCEDURE:

(5.1) *Selection of hand by drafting* - Each player draws 6 cards from the deck. At the same time, each player takes a stand and divides the six cards into two sets of 3. When ready, each player simultaneously then moves the stand to their left for odd rounds, and the stand to their right for even rounds. At the same time, each player then points to which set of 3 cards from the new rack will make up part of their hand. (The other 3 cards of a player's hand will come from the unchosen 3 cards on their other stand.)

The card racks should be situated between adjacent players, and a total of 6 cards, one set from each adjacent card stand, will be the player's hand for the round.

(5.2) *How to proceed with the tricks* - In each trick, the players will play one card at a time, beginning with the lead

player. If you have a card that matches the suit of the lead player, you must play a card of that suit (this rule is called "must follow".) However, you may play a trump card even if you could follow suit. Additionally, if the lead player plays a trump card, the must follow rule applies, and other players must play a trump card if they can.

The trick ends when all players have played one card; the strongest card will take the trick. The player who won the trick collects the card they played and sets it face up in front of themselves as a score; all other cards played to the trick are discarded. Afterwards, begin the next trick, with the winner of the previous trick as the lead player. After six tricks, when you are out of cards, the round is over.

(5.3) *Starting a new round* - Shuffle the deck and any discarded cards to form a new deck. (Players keep the cards that they have won.) The player with the lowest current score becomes the lead player for the new round. If there is more than one player, randomly choose. If four rounds have been completed, move on to scoring.

(6) SCORE CALCULATION: To calculate your score, look at the cards you have collected from winning tricks. For each suit, including trump:

(Highest ranked card of a suit) x (number of cards in that suit)

The sum of this calculation for each suit is a player's score. The player with the highest score wins the game. If there is more than one player with the highest score, the player with the most cards wins. If the tied players have the same number of cards, the players share the victory.

(7) CARD STRENGTH: Basically, the person who plays the card with the lowest rank in the lead suit will win the trick. Please note that lower ranked cards are stronger. Cards with higher numbers are weaker, but if you win them, you will have an advantage in scoring.

Trump cards are stronger than cards of the lead suit. If more than one player has played trump, the one with the lower rank will win the trick.

However, cards with rank 7 are an exception to the rules above. It is a normal card, but it is the strongest card if a trump card has been played. If at least one trump card has been played, and more than one 7 card has been played, the first 7 played will win the trick. However, be aware of the "must follow" rule; if you have a card of the lead suit, you cannot play a differently suited 7.