

## **BOAST OR NOTHING: A Trick Taker for 3-5**

**Deck:** 37 Card Deck. 3 suits of 11 cards, and 4 Pass Cards.

**3P:** 1-7, 2 Pass Cards, **4P:** 1-9, 3 Pass Cards, **5P:** 1-11, 4 Pass Cards

**Setup:** Stack the Ranking Tokens in a random order.

*This stack, from top to bottom, indicates the Suits' rank.*

**Hand:** Deal 7 Cards to each player, & the 2 extra cards face-up to the table.

**Trick:** First player leads, each player, in clockwise order, plays 1 card.

- ✦ They must follow suit. If they can't, they may play any card.
- ✦ A Pass Card may be played whether or not they've a card of the Lead Suit.
- ✦ A Pass Card is always the weakest card of the Trick.
- ✦ If a Pass Card is lead, the first normal card played sets the Lead Suit.

### **End of the Trick**

- ✦ If all cards are of the lead suit, the highest card takes the trick.
- ✦ Otherwise, the highest card from the highest ranked suit takes the trick.

Then move the Ranking Token of the suit that won to the bottom of the stack

Winner of the trick leads the next trick.

## End of the Hand

Each Player:

- ✦ Scores 1 point if they won 3/2/1 Tricks in a 3/4/5 player game.
- ✦ Scores 2 points if they won 0 Tricks.
- ✦ Scores 0 points if they won any other number of tricks.

## End of the Game

- ✦ First player to score at least as many points as there are players wins.
  - ✦ *If more than one player achieves this at the end of a hand:  
Winner is the tied player who, during the last hand, had taken the most cards of the suit that is highest ranked at the end of the game.*
  - ✦ *If still tied: Winner is the player who had taken the most cards during the last hand of the 2<sup>nd</sup> highest ranked suit.*

**Advanced Game:** Deal the 2 extra cards face-down instead of face-up.