

Dois

a game by Taiki Shinzawa

3–4 players, about 1 hour

Compact English rules by Zimeon

Game Overview

Dois is a trick-taking game. One "trick" is a round, where all players play cards, and the one who plays highest wins the trick (and gains a point). Rinse and repeat until no one has cards left in hand. Unlike normal trick-taking games, cards in Dois have either colour or number, not both.

Preparations

- Shuffle all cards except the four *trump* cards (black back) and deal 13 to each player. Shuffle the trump cards, draw and reveal the top one.
- If anyone got *less than 3 suit cards or number cards*, that player shows his hand, shuffles it with the remains of the deck and gets a new hand. Repeat if necessary.
- Then everyone takes a guess on how many tricks they will win, by taking as many tokens (black buttons). Taking zero tokens is allowed.
- Determine first lead player.

Flow of the game

The first trick, starting with the lead player, each player must play *two* cards; one *suit* and one *number*. Lead player can play any suit, but all other players must *follow suit*: if they have in hand the same suit as the lead, they must play it. If they don't have the lead suit in hand, they may play any suit. Number is always free of choice.

When all have played, the winner of the trick is determined: If at least one played the trump suit, the winner of the trick is the one who played the highest

number together with the trump suit. If no one played the trump suit, the winner is the one who played the highest number together with the lead suit.

In case of a tie, the player who played *last of those who tied* wins the trick.

The winner takes a win token (brown button) and is the new lead player.

Important: The cards stay where they are, affecting the next trick.

Trick 2–12, players only play one card each, covering their previous card of the same type. Lead player can cover any of his cards. Other players must still follow suit, which means that, if they do not already show the lead suit, and they have a lead suit in hand, they must play it, covering their previous suit. It also means that, if they already show the lead suit, they are not allowed to cover it unless they cover it with another card of the lead suit. *The only exception to this is if they only have suit cards left in hand (and none of them show the lead suit).*

Trick 2–12 determines trick winner in the same way as the first trick.

End of hand

When all players have run out of cards, the hand ends. Players who won exactly as many trick as they guessed, gain that many points. Players who missed their guess lose as many points as the difference between their won tricks and their guess. You can have negative points (red markers indicate negative).

Then collect all cards, shuffle and re-deal, and reveal the next trump card to start a new hand.

Play 8 hands like this (after the 4th hand, shuffle the trump cards). The player with most points after 8 hands wins.