GAME OBJECTIVE
Be the first player to earn 300 points or more to win the game
PLAYERS
2 players
CARDS
36 cards, Ace - 9 in each suit
RANKING
(weak) 9 8 7 6 5 4 3 2 A, *Trump* 9 8 7 6 5 4 3 2 A, and *Trump Rank* (strong)

Introduction

Vidrasso is a unique trick-taking card game for two players. Not only does each player hold a hand of cards, but they also have a row of strawmen. Strawmen are piles of cards on the table with a hidden bottom card and an exposed top card that both players can see. The ranking structure is completely upside down, and the weakest cards are worth the most points. For each round, a trump suit and a trump rank are chosen.

Materials

Vidrasso is played with a 36-card pack that consists of Aces through 9's in each suit.

A piece of paper and a pencil is needed for keeping score. See the **SCORE** section for more details.

Setup

Cut the deck to determine who will be the first dealer. The player who cuts the weakest card deals first. For the following rounds, the deal alternates between the two players.

Each player is dealt five cards face down. The cards should form a row in front of each player. Next, five cards are dealt face up with one card on top of each face-down card. These are the strawmen. Finally, each player is dealt a hand of 8 cards. These cards are not to be seen by the opposite player.

Bid

After looking at their hand, one player will decide on the trump suit, and the opposite player will decide on the trump rank. For the first round, the non-dealer picks first. They may pick the trump suit or the trump rank, and the other player picks the remaining option. For the following rounds, the player with the lower score chooses first; if the scores are tied, the player that chose second the previous hand chooses first.

CHOOSING THE TRUMP SUIT
When a suit becomes trump, it becomes the strongest ranking suit for the round. Only the cards in the trump rank are stronger.

(Example) Hearts is chosen as the trump suit. Now a Heart will beat cards from the other three suits unless the card to beat is part of the trump rank.

CHOOSING THE TRUMP RANK
When a player chooses the trump rank, they are picking the four most powerful cards for the round.

Although these cards rank stronger than the normal suits and the trump suit, they are still considered part of their printed suit. This means that you can follow suit if you have the trump rank card of the same suit as the lead card. See the **FIRST TRICK** section for more details.

(Example) 7's are made the trump rank. This makes 7's the strongest ranking cards for the round.

If Hearts is chosen as the trump suit, and 7's are chosen as the trump rank, the ranking structure for the round looks like this:

(weak) 9 8 6 5 4 3 2 A, 9♥ 8♥ 6♥ 5♥ 4♥ 3♥ 2♥ A♥, 7 7 7 7 (strong)

GIFT CARD
After the trump suit and rank are decided upon, each player must choose one card from their hand and place it face down in their opponent's capture pile. Players earn points for the card they are given.

The gift card begins the capture pile for each player. From this point on, captured tricks are placed face down on the player's pile as well.

Play

FIRST TRICK
The non-dealer leads the first trick. They may play one card from their hand, or they can play one face-up strawman card. If a strawman card is played, and a face-down card is exposed, that card is not flipped face-up until after the trick is complete.

If the opposite player can follow suit, they have two options: follow suit or play a card from the trump suit or trump rank. If the player cannot follow suit, they may play any card.

If the player has the trump rank card that matches the lead suit, and they have no other cards in that suit or any other trump cards, they must play it.

(example) 7's are the trump rank. A Heart is led. The following player has the 7 of Hearts. They do not have any other Hearts or any other trump cards. They must play the 7 of Hearts.

The strongest-ranking card in the trump suit wins the trick or, if no trumps were played, the strongest-ranking card in the suit that was led. Remember, a trump rank card beats a trump suit card.

If two trump rank cards are played to the trick, the second card wins.
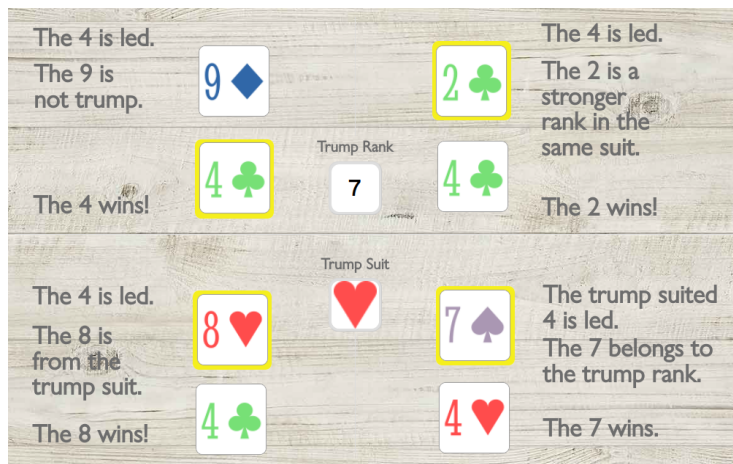
The trick-winner collects the trick and places the captured cards face down in their capture pile.

Players flip over any exposed face-down strawman cards in their row.

CONTINUE PLAY
The trick-winner leads the next trick with one card from their hand or one face-up strawman card, and play continues until all seventeen tricks are completed.

Score

Players earn points for the cards in their capture pile. Each card has a point value equal to the number on the card. For example, 5's are worth 5 points, 6's are worth 6 points and so on. Aces are worth 1 point. There are a total of 180 points possible.

CONTINUE THE GAME
Once the score for the round is totalled, collect the cards. Deal alternates each round. Continue playing rounds until the game ends.

Win

For a standard game, play to 300 points. The player with the higher score wins. If there is a tie, continue playing rounds until there is a winner.

For a longer game, play to 500 points.

A Note From Sean

If you have poker chips, consider setting aside a bank worth 700 points (or 1100 if you are playing first to 500). Position the bank between the players but off to the side.

When you lose a trick, sum the value of that trick and give that value in chips from the bank to the trick-winner (while they are deciding what to lead to the next trick).

Using chips removes the need to sum up the points at the end of the game, and you get to play with poker chips (which is always fun).

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