

## ザ・トリテ (The Torite)

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Players: 3-4 (1-2 player variants)

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**COMPONENTS:** A standard 52 cards are used; however, the suits should be visible on the back of the cards.

**CARD STRENGTH:** A>K>Q>J>10>...>2

**PREPARATION:** For 3 players, remove cards 2 to 4. For 4 players, all cards are used. Shuffle the cards to be used and deal 13 to each player. For a three-player game, place the remaining card face down to the side.

**OBJECTIVE:** At the end of 12 tricks, the players will win if both of the following conditions are met:

1. The number of tricks won by each player is a combination of:
  - a. 3 player game: 8, 4, 0
  - b. 4 player game: 6, 4, 2, 0
2. The suits of the cards remaining in the players' hands are all different. (In the case of 3 players, include the card that was set aside.)

**HOW TO PLAY:** In the case of a 3 player game, the player who holds the 5 of Clubs is the first player, and may play any card. (If the 5 of Clubs is the face up card, proceed with the person holding the 6 of Clubs instead.)

In the case of a 4 player game, the person holding the 2 of Clubs is the start player, and may play any card.

Play proceeds following the usual trick-taking rules. It is a "must follow" game with trump (the trump suit is always Spades.) During play, the players may not share information about the ranks of the cards in their hands, or give hints to uniquely identify the rank.

The winner of a trick collects the cards face down in a pile in front of themselves in a manner that the number of tricks won can be tracked. The winner leads the next trick.

The game ends after 12 tricks are complete. Players will have 1 card remaining in their hand.

**VICTORY JUDGEMENT and SCORE:** Refer to the "OBJECTIVE" section for the victory criteria.

The score for winning a game can be calculated as follows. Subtract the rank of the card remaining in the hand of the

player who won the least tricks from the rank of the card remaining in the hand of the player who won the most tricks, and add 12. (J=11, Q=12, K=13, A=14). The highest possible score is 24, and the minimum is 0. The higher the score, the greater the victory.

**TWO PLAYER VARIANT:** Prepare all 52 cards. Shuffle them well and deal them into 4 stacks of 13 cards each. The players each pick one hand to use in the first round, and one to use in the second. Once determined, the players pick up the hands for the first round, and leave the second round hands face down on the table.

*Caution: You cannot choose hands such that the two first round hands have the same number of cards from each suit; this also applies to the second round hands.*

The game is played over two rounds of 12 tricks each. If each of the following conditions are met, the players will win:

1. The number of tricks won by each player is a combination of 8 and 4. (The player who wins 8 tricks in the first round, must win 4 in the second. The player who wins 4 in the first round must win 8 in the second.)
2. The suits of the 4 remaining cards (2 in each round) must be different.

The dealer plays any card as the lead.. Complete 12 tricks following standard rules. The remaining cards in hand are placed face up on the table.

Players take the pre-selected second round hands and play again. The player to win the last trick of the first round will lead in the second round.

Victory is determined as noted above.

Score is calculated by subtracting the rank of the remaining card of the player who took 4 tricks in the second round from the rank of the remaining card of the other player, plus 12.

**ONE PLAYER VARIANT:** This is a variant of the two player rules, though with a dummy hand. The player is treated as the dealer. The player decides how the hands are distributed between the player and the dummy, first round and second round.

The victory conditions are the same as the two player game.

At the start of the first round, the player selects one card of each suit in the dummy's hand and turns them face up. The player leads any card from their hand and then chooses the

card, face up or face down, that the dummy hand plays, observing “must follow”, with Spades as trump.

If the player chose a face up card from the dummy’s hand, they then choose a face down card of the same suit from the dummy hand to turn face up.

The player who wins one trick will lead the next. After 12 tricks, the first round is complete. As in the two player game, the remaining cards are placed face up on the table and the player and dummy take their hands for the second round. The player chooses cards to reveal from the dummy hand, as in the first round. The player that won the last trick of the first round will lead the second round.

The second round proceeds as the first, and victory and scoring is the same as in the two player game.