

12チップトリック (12 Chip Trick)

Designer: root

Players: 3; Time: ~20 minutes; Ages: 8+

COMPONENTS: 1 rulebook and 12 chips (6 red [4,5,6,7,8,9], and 6 black [1,2,3,10,11,12])

INTRODUCTION: This game is from a genre of games known as trick-taking games, and uses only 12 chips of 2 colors, black and red.

The total value of the four chips a player holds will be adjusted and one round ends when someone has fixed their scores. You'll play for a total of three rounds.

PREPARATION: Shuffle the chips together (face down), and choose a starting player, such as the owner of the game.

Deal out the 12 chips, face down, giving each player two black and two red.

DETAILS: Each player, beginning with the start player, takes a turn by playing face up one of their chips that had been face down; there are no restrictions on the color.

The person who played the highest number, regardless of color, becomes the next lead player. In clockwise order from the new lead player, the chips from the previous trick are collected in accordance with the following rules:

1. If there is a red chip, you must take one. If there are multiple red chips, you may choose any.
2. The new lead player will place the chip they take face up in front of themselves; the value on the chip represents points that will be scored. The other players will place their chip face down, and they may play it to a future trick.
3. If the new lead player has any face down chips, they lead one of them and another trick is played; repeat these steps.
4. Once a player has 4 face up chips, the round ends, and all face down chips are turned face up.
5. Calculate the players' scores. If the sum of a player's chips is 21 or more, the value is halved (rounded down).

In the next round, the person to the left of the starting player from the previous round becomes the first starting player. The chips are collected, shuffled, and each player is dealt two black and two red chips to start a new round.

The game ends after 3 rounds, and the player with the highest total score wins. If there is a tie, the winner is the one who scored more points in the last round; if this is also a tie, share the victory.