



The Ingenius Eight is a very tricky card game consisting of 32 differently powerful kingdoms, graded from 1 to 8 and a card with all 4 elements (The Elements).

In addition, the kingdoms differ by the 4 elements WATER, AIR, FIRE and EARTH.

The Ingenius Eight is a partner game, played by four (most fun) or six people.

"Addictive" very high !!!

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Short version of the game:

Each player gets five cards, the remaining cards are not used. The respective playing partners sit opposite each other. The team (or player) that makes the majority of tricks (three or more) wins one point. During the game, one team can propose to increase the number of points to be won, if this happens, the other team must either accept the increased number of points, give up, or continue to raise.

The team that first reaches eight points or more wins the game.

In each game there is a main element (water, air, earth, fire), which the dealer shows face down to the player sitting to his left. In addition, there is a kingdom (which are four cards of the same high rank) the player of the opposing team sitting to the left of the dealer shows this to the dealer only face down. Thus, in each game only 2 players know which kingdom and which element are the most powerful. With the cards of the matching element, cards of the other three elements can now be beaten and the four cards of the kingdoms shown beat the other cards of the announced element. The most powerful

kingdom is the one that has the matching element. That card is the most powerful in this game.

The one card with the four elements is the smallest hitting card in each game (if present in the game).

The giving and the determination of the kingdom and the associated element:

The direction of play is clockwise, after each game the player to the left of the previous dealer deals. The dealer deals 5 cards to each player. Usually, first 2 and then 3 cards. The cards remain face down. The player to the left of the dealer may now take and look at one of his five cards, showing it only to the dealer. This card is the powerful kingdom in this game. The dealer does the same. He also draws a card that only he and the player to his left may look at. The element on this card is the associated element in this game.

The game:

The game is always played between the two teams! The respective team can consist of two or three people. The game is most fun with four, so two against two. Of course, it can also be played with six people, resulting in two teams of three.

The cards are played in five tricks. A trick consists of one card dealt by each player in turn. The player to the left of the dealer plays first. Each trick is won by the highest card that is in the trick. Or the highest card of the played element wins if there is no announced element in the trick. If the highest cards in the trick are two or more announced kingdoms, the card played first wins. The winner of this trick plays to the next beat. Normally, the suited element does not need to be served, you can add any card to any trick.

The only exception is when the announced element or the announced kingdom is played with the announced element; in this case, only the two knowing players must also concede the announced element, or hit with an announced kingdom.

If the player to the left of the dealer shows the card

of the elements to the dealer, this card is the most powerful in this game.

If the dealer shows the card with all four elements to the player to his left as the element announcer, the element EARTH automatically applies in this game. Example: the cards have been dealt, everyone has five cards in their possession, the player on the left shows the dealer the card TWO with the element air, the dealer, on the other hand, shows the player on the left the card seven with the element FIRE. In this game, this means that the kingdom announced is TWO. There are now four kingdoms with the number TWO in this game. The valid element in this game is FIRE. The top card (which trumps everything) in this game is kingdom two with the element of FIRE. For all other cards, the ascending order from 1 - 8 counts. The top number trumps the bottom number. The curious or exciting thing about this game is that 2 players have to guess which kingdom and element are announced in this game, this creates curious moves and that's what makes the game so amusing and interesting.

A special feature of the game is the BLUFFING:

here you try to raise by one point and intimidate the other thereby, so that the other team gives up the game, but there is also the danger that the opposing team counters and also raises by another point, so be careful!

This BLUFFING or HIGHER BIDDING continues until the end of the game, i.e., at 8 points the game is over.

When both teams think they have the better card to win and they have bid each other up until the score reaches eight, the game is played and the team that makes three tricks wins the entire game.

Bets can be chosen by the player, please use your imagination!

QR code for
VIDEO INSTRUCTION
and more
information:



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very high !!!**

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