

TRICKS by Alan R. Moon

For 3 - 5 players.

Components

95 Cards

50 Chips

(in denominations of 1, 2, 5, 10, 20, 50)

Rules

As a bonus, we've included "RAINBOWS", a crazy hockey player who can be used in PHANTOMS OF THE ICE, our best selling card game. Oh, we almost forgot, "RAINBOWS" also happens to be the title of our other new card game for 1995.

Preparations

Each player should take one set of 19 cards. A set consists of 0 - 5 in red, 0 - 5 in blue, 0-5 in yellow and one Wild 4 in grey. The sets can be sorted by looking at the large symbols (e.g. broken shovel, husky). Each player should shuffle his deck and place it face down on the table in front of him. Each player then turns the top card face up.

Each player receives 30 chips. The rest of the chips will form the bank and are placed in the middle of the table.

Hands

A game consists of two hands. In each hand, players buy 8 cards, bid, play their cards, then score.

Buying Cards

The player with the lowest value face up yellow card goes first. If there is no face up yellow card or two of the same lowest yellow card, the player with the lowest red

card goes first. If there are two of the same lowest red card or all the face up cards are blue, the player with the lowest blue card goes first.

Each turn, a player must buy a card, either from his own deck or from an opponent's deck, until each player has 8 cards. When a player buys a card from his own deck, he pays a number of chips equal to the value of the card to the bank. When a player buys a card from an opponent's deck, he pays a number of chips equal to the value of the card to the opponent. When a card is bought, the next card in the deck is turned face up. Players take the cards they buy into their hands.



If a player runs out of chips, he may borrow 10 chips from the bank. A player may borrow 10 chips from the bank more than once per game. At the end of the game, the player must deduct 15 points from his score for each 10 chips borrowed.

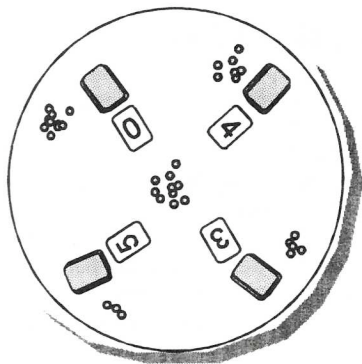
After buying a card, a player may pay 1 chip to the bank to change any one face up card, either on his own deck or on any opponent's deck. The card

is placed on the bottom of the deck and the next card is turned face up.

After each player has bought his 8 cards, the face up card on each deck should be turned face down.

Bidding

Each player must now secretly select one card from his hand as his Bid Card and place it face down in front of him. After each player has made his selection, all the cards are revealed simultaneously. These cards remain face up in front of the player throughout the hand.



Playing

Each hand consists of 7 tricks.

Play begins with the player whose card was used to determine Trumps. If two players selected the same Bid Card (for instance, two players played a Blue 5), the player with the least chips among them begins (or the oldest player among them if there is a tie). The player who begins leads the first trick.

A player must play a card of the same suit as the card that was led. If a player does not have a card of the same suit, he may play any card.

If two or more of the same card are played on a trick (for instance, two Red 3s), the first one played is high.

A grey Wild 4 can be any suit and so can be played on any trick. A player can play a Wild 4 on a trick even if he has cards in the color of the suit that was led. The player must declare what suit a Wild 4 is when played.

After each player has played one card, the player who played the highest card in the suit that was led takes the trick. If there is a Trump Suit, however, and one or more players play a Trump card, the player who played the highest trump card takes the trick, regardless of the suit led.

Each player must take a number of tricks equal to the value of his Bid Card to score the most points.

Trump

Trump is also decided by looking at the Bid Cards. The highest value Bid Card determines trumps as its suit becomes the Trump Suit. If there are two or more cards of the highest value, the Trump Suit is decided by the following priority: Blue, Red, Yellow. For instance, if one player has a Red 3 and another player has a Yellow 3, Red would be the Trump Suit.

- If there is no 5 used as a Bid Card and one or more Wild 4s are Bid Cards, the hand is played as No Trump.
- If all the Bid Cards are 0s and/or Wild 4s, the hand is played as No Trump.
- If all the Bid Cards are 5s, the hand is played as No Trump.



The large symbols on the cards will help sort out the cards into sets before starting the game. For the symbols, we have chosen pictures from our limited and numbered „Edition 1200“ games, the first series of games from White Wind. The broken shovel is from ELFENGOLD and the cat is from FISHY, the first two White Wind games, published in 1991. The dragon is from ELFENROADS and the locomotive from SANTA FE, both published in 1992. The husky is from our 1994 game MUSH.

When a player takes a trick, he places the cards face down on the table in front of him. **He then decides who will lead the next trick.** He can choose to lead the next trick himself or tell any other player to lead the next trick.

Scoring

A player scores according to his Bid Card and the tricks he makes (see chart below).

Players take chips from the bank equal to the number of points they score.

Though it may seem unfair, a player can still win by bidding 0 because he will be buying all low cards and spending far less chips than other players who are buying and bidding higher numbers.

Second Hand

All the cards used in the first hand are discarded after scoring. To begin the second hand, each player reshuffles his deck. The second hand is then played in the same manner as the first, using the remaining cards in the players' decks.

The player with the most points after the second hand scoring is the winner of the game.

Optional Rule

Some people may find the rule allowing the player winning a trick to choose who leads the next trick to be somewhat chaotic and confusing. If all players agree, this rule can be ignored and the more traditional rule used wherein the player who wins a trick leads the next trick. However, while the game was playtested using both methods, the overwhelming consensus was in favor of the rule allowing the winner of the trick to choose the player to lead the next trick.

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Bid made	Bid +/- 1	Bid +/- 2	Bid +/- 3	Bid +/- 4	Bid +/- 5
Bid Card x 10 + 25 Bonus	Bid Card x 8	Bid Card x 6	Bid Card x 4	Bid Card x 2	0

A scoring chart with all possible results is provided on page 5.

Examples:

- A player bids 5 and makes 5 tricks. He scores $10 \times 5 + 25 = 75$ points.
- A player bids 5 and makes 3 tricks. He scores $6 \times 5 = 30$ points.
- A player bids 3 and makes 4. He scores $8 \times 3 = 24$ points.
- A player bids 0 and makes 0 tricks. He scores 25 bonus points only.
- A player bids 0 and makes 1 trick. He scores 0 points.