

Set up: Up to 5 players with the option of playing in teams

Players: 2 to 5

Complexity: Moderate

Strategies: Several

Classification: Trick-taking

Cards Per Player: 10

Dealing Pattern: 5 cards at a time in the clockwise direction

Playing Pattern: Clockwise

Card Hierarchy (from strongest to weakest): A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2

Objective:

- Take as many tricks as possible

Rules:

- After dealing 10 cards to each player, the next card is turned over. This indicates what the trump cards are.
- The trump suit is the same suit as the overturned card. This card makes all other cards its kind hold the same value. For instance, if the overturned card is the 5 of diamonds, all diamonds are trumps and all 5s are trumps that hold the same power as the 5 of diamonds.
- Before gameplay begins, 3 cards are exchanged to the right (counterclockwise).
- The player who receives cards first when dealing also goes first when play begins.
- The lead suit must strictly be followed, if possible.
- If a player cannot follow the lead suit, the player must still play a card.
- A "match" occurs when a player is able to play a card whose denomination is identical to the card played immediately prior to theirs (not applicable when the first card of a trick is played). For example, playing a 6 of clubs immediately after the 6 of diamonds is played constitutes a "match". This must occur on adjacent turns; a 6 of clubs, followed by a 4 of clubs, followed by a 6 of diamonds does not constitute match. Note that multiple matches can occur in the same trick. If multiple matches contiguously involve the same denomination (e.g. a 7 followed by a 7 followed by a 7) favors the most recent match.
- Once everyone has played a card, the player who takes the trick is determined by the following:
 - If a match occurred, the highest match takes the trick. Note: the highest possible match is one that involves the trump card and NOT the trump suit (e.g. if the overturned trump card is a jack of spades, a match involving jacks is the strongest match, otherwise the strongest match would involve aces, followed by kings, then queens, etc.)
 - If no matches occurred, the strongest trump card takes the trick.
 - If no matches or trump cards are played, the highest card of the lead suit takes the trick.
- Whoever takes a trick plays first to begin the next trick. Whoever takes the final trick goes first in the next round (deal the cards accordingly).
- Tiebreaker rules for numerical trumps (if there are no matches): The numerical trump that followed the lead suit has priority. Otherwise, the most recent numerical trump takes the trick.

- Tiebreaker rules for split or disjointed matches (if the playing order were something as follows: J J 10 J J): The match that involved the trump suit has priority.

Mechanics:

- Matching is a way of nullifying powerful cards (like an ace of trump), but is difficult to achieve. It is the only way a weaker card can overpower a stronger card.
- When suits become scarcer, matching becomes more likely.
- A hand without any trump cards of any kind can still be dangerous to other players. If a trump suit is led, there is an opportunity to neutralize a lot of trumps.
- A hand with many lower end cards can still take a lot of tricks if played properly. Theoretically, a hand with cards of 2-8 could take more tricks than a hand with cards 9-A.
- The person to your right is who you want to snatch tricks from, because you have some control over what they play. Make sure the cards you pass to that player allow you to accomplish this.
- When more players are involved, matching becomes a more powerful strategy.
- If a trick cannot be taken, what you throw away is very important and can heavily influence what happens later.
- Small cards can be their own weapon, because they can force out more powerful cards that get nullified by other players (by matching or trumping).

Scoring:

- Each player scores the same number of points as the number of tricks they take. For teams, the score is the combined total of all the tricks taken by each player on the team.

Hypothetical Scenarios:

 Trump Card: **3 ♦**

1st Card Played: **A ♠**
 2nd Card Played: **2 ♠**
 3rd Card Played: **3 ♠**
 4th Card Played: **5 ♠**

In this case, the player of the 3rd card wins the trick, because the three of spades is a trump card with the same power as the three of diamonds and there are no matches or other trump cards.

 Trump Card: **6 ♥**

1st Card Played: **A ♠**
 2nd Card Played: **6 ♣**
 3rd Card Played: **4 ♠**
 4th Card Played: **4 ♦**

In this case, the player of the 4th card wins the trick, because a match occurred and

there are no other matches.

Trump Card: 8 ♥

1st Card Played: 7 ♠

2nd Card Played: 4 ♥

3rd Card Played: 9 ♠

4th Card Played: 8 ♠

In this case, the player of the 4th card wins the trick, because the 8 of spades takes on the same power as an 8 of hearts, which is higher than the 4 of hearts.

Trump Card: 2 ♥

1st Card Played: 7 ♠

2nd Card Played: 4 ♥

3rd Card Played: 9 ♠

4th Card Played: 2 ♠

In this case, the player of the 2nd card wins the trick, because the four of hearts is more powerful than the 2 of spades.

Trump Card: J ♥

1st Card Played: 3 ♠

2nd Card Played: 4 ♥

3rd Card Played: 4 ♠

4th Card Played: 10 ♠

In this case, the player of the 3rd card wins the trick, because a match occurred and there are no other matches.

Trump Card: 3 ♠

1st Card Played: 2 ♥

2nd Card Played: A ♦

3rd Card Played: K ♦

4th Card Played: Q ♣

In this case, the player of the 1st card wins the trick, because there are no trumps and no matches and no one followed the lead suit.

Trump Card: 3 ♠

1st Card Played: 2 ♥

2nd Card Played: 4 ♥

3rd Card Played: K ♦

4th Card Played: **Q ♣**

In this case, the player of the 2nd card wins the trick, because there are no trumps and no matches and this is the highest card of the lead suit.

Trump Card: **5 ♠**

1st Card Played: **A ♥**

2nd Card Played: **A ♣**

3rd Card Played: **5 ♦**

4th Card Played: **5 ♣**

In this case, the player of the 4th card wins the trick, because that match involved the same denomination as the overturned trump card (a 5 in this example). This rule exists because only three 5's could possibly be in play while four aces could possibly be in play, therefore the less likely outcome should have priority over a more likely outcome. Note that this situation occurs rarely.

Trump Card: **10 ♠**

1st Card Played: **9 ♥**

2nd Card Played: **9 ♣**

3rd Card Played: **Q ♦**

4th Card Played: **Q ♣**

In this case, the player of the 4th card wins the trick, because this match involved a card stronger than the previous match.

Trump Card: **6 ♠**

1st Card Played: **A ♥**

2nd Card Played: **6 ♥**

3rd Card Played: **4 ♥**

4th Card Played: **6 ♣**

In this case, the player of the 2nd card wins the trick, because this trump card followed the lead suit.

Trump Card: **6 ♠**

1st Card Played: **A ♥**

2nd Card Played: **6 ♣**

3rd Card Played: **4 ♥**

4th Card Played: **6 ♦**

In this case, the player of the 4th card wins the trick, because this trump card was the most recent one played and no trump cards followed the lead suit.

Trump Card: **6 ♠**

1st Card Played: **2 ♠**

2nd Card Played: **2 ♦**

3rd Card Played: **A ♠**

4th Card Played: **4 ♠**

In this case, the player of the 2nd card wins the trick, because matching beats trumping (even though the highest trump is in play).

Trump Card: **9 ♠**

1st Card Played: **A ♥**

2nd Card Played: **6 ♣**

3rd Card Played: **6 ♠**

4th Card Played: **6 ♦**

5th Card Played: **6 ♥**

In this case, the player of the 5th card wins the trick, because all of the matches have the same power and occurred contiguously, so the trick favors the most recent match.

Trump Card: **9 ♠**

1st Card Played: **6 ♣**

2nd Card Played: **6 ♠**

3rd Card Played: **A ♥**

4th Card Played: **6 ♦**

5th Card Played: **6 ♥**

In this case, the player of the 2nd card wins the trick, because the matches are disjointed, which favors the match that involved the trump suit. This situation is rare.

Trump Card: **10 ♠**

1st Card Played: **10 ♣**

2nd Card Played: **10 ♥**

3rd Card Played: **10 ♦**

4th Card Played: **J ♣**

5th Card Played: **5 ♣**

In this case, the player of the 3rd card wins the trick. This is the only outcome that definitively guarantees taking a trick and makes any subsequent cards completely inconsequential. This is an exceedingly rare occurrence.