12GoC Game 2: Simultaneous Trick Game

Designed by Ellie Dix

2-5 players | 10 minutes | Age 6+

Components:

- 16 playing cards (1-8 twice)
- Actions card

Set up:

- Place the actions card in view of all players
- Shuffle the playing cards and deal 2 cards to each player (or 3 in a two-player game)

Aim:

Be the first player to win three tricks.

How to play:

Play takes place over a number of rounds.

On each round, players select one of their playing cards and place it face down on the table. When all players have done so, all the cards are revealed simultaneously. Any duplicate numbers are removed from the trick. E.g. if two players both play a 7, both cards are removed.

Now establish which remaining card has won the trick. Normally the highest card wins the trick, but different cards have rules that overwrite this.

- 4 will always win unless a 2 and/or a 7 are present, in which case it cannot win.
- 3 changes the scoring conditions so that the lowest card wins the trick.
- 6 removes the highest card (which could be the 6 itself).

The player who won the trick takes the card they won with and places it in front of them - face up on the table.

If a 5 was played, that player looks at the remaining card that each other player is holding.

All players are now dealt a new card and a new round begins.

When the deck runs out, shuffle the discard pile to create a new deck. If there are no cards in the discard pile or draw deck, players make note of how many tricks they have won and return these cards to the draw deck to be shuffled.

End game:

The game ends when one player has won three tricks (and therefore has three face-up cards). That player is the winner.