12GoC Game 4: Last Trick Game

Designed by Ellie Dix

3-5 players | 10 minutes | Age 7+

Components:

- 32 playing cards: 1-8 in four suits (colours/icons)
- 2 special cards - Trump and Block.

Set up:

- Shuffle all 34 cards.
- Randomly decide which player will be the first dealer. This player deals 6 cards to each player.

Aim:

Win the last trick in the round.

How to play:

- Each player selects one card to pass to the player on their left.
- The player to the left of the dealer leads the first trick.
- Players play a card in clockwise order - always following suit, if they are able (unless they are playing a trump or block card). If they cannot follow suit, they may play any other card.
- If the **trump card** is played, this player wins the trick - unless the **block card** has also been played on the same trick. Otherwise, the player that has the highest card in the suit led, wins the trick.
- The player who wins the trick leads the next trick.
- The **trump** and **block cards** may not be used to lead any trick. Also, the **trump** and **block cards** may not be used in the final round. If a player has one of these cards in the final round, they card is discarded rather than played. However, if a player wishes to play a trump or block card, they don't need to follow suit, even if they can.
- The player who wins the final trick of the round wins a point.
- The winner of the final trick becomes the dealer for the next round.

End game:

Play until one player has got 3 points. They are the winner.