

## Prophecy

2-6 players

### Contents

- 60 cards, 4 suits, 1-14
- 4 special cards (Jaguar, Monkey, Shaman, Lizard)
- 6 prophecy tokens
- 1 trump wheel: indicates trump for the current round.
- Order of trump for the 8 rounds is as follows:
  1. Suns
  2. Spears
  3. Serpents
  4. Eagles
  5. Eagles
  6. Serpents
  7. Spears
  8. Suns

### Setup

- Give each player a prophecy token.
- Place the cards in the middle of the table and take the trump wheel. Place the slider on the 'sun' suit to indicate the 1<sup>st</sup> round.
- Each player draws a card, player that draws the highest non-special card becomes the dealer.
- Deal out all the cards. With 2 or 3 players, deal 17 cards to each player and set the rest aside, face down.

### Bid

- You must now try to predict how many tricks you will take during the round by bidding a number of cards from your hand.
- After looking at your hand, choose the number of cards shown in the table below. Then place them in a face-down stack in front of you. Place your prophecy token on top of the cards to indicate your bid is locked in.

Number of Players	2	3	4	5	6
Bid cards	4	3	3	2	2

- The suits of the bid cards dictate the number you're bidding:

- Suns = 0
- Spears = 1
- Serpents = 2
- Eagles = 3

- You may not include special cards in your bid.

Example: In a 3 player game, 3 cards are used from your hand to make your bid. If you think you will win 3 tricks you may choose:

- 3 spears  $1+1+1=3$
- 1 sun, 1 serpent, and 1 spear  $0+2+1=3$
- 1 eagle, 2 suns  $3+0+0=3$

### Revealed bids.

After the first hand, **the player with the highest score must reveal his or her bid by placing their bid cards face up.** A revealed bid remains face up throughout the hand. If there is a tie for the lead, all players tied for the lead must reveal their bids and do so simultaneously. **Once the revealed bid is made, the other players bid.** Players may discuss what they intend to bid or what they have bid, but the actual bids are concealed. On the final hand of the game, all bids are concealed.

Play. Each player tries to take the exact number of tricks bid. Deception and collusion are allowed and include saying: how many tricks you bid; what cards you hold; that you want a particular trick; that you won't take a trick; and lying about any or all of these things. You can say what you like, but you cannot show your cards before you play them.

The player left of the dealer leads. Play proceeds clockwise. A player may lead any card except the Shaman. Play continues in accordance with the Rules for Proper Card Play.

#### Rules of Proper Card Play:

- A player who can follow suit must either (1) follow suit or (2) play a special card.
- A player who cannot follow suit may play any card.
- A player may not lead the Shaman.
- A misplay may be caught and corrected if done so before the next card is played. A misplay is playing a suited card, but failing to follow suit, when able to do so. Note: Intentional misplays are considered cheating.

The highest card takes the trick and leads the next. Any trump is higher than any other suited card. Tricks should be kept neatly so it's clear how many tricks each player has. Tricks are kept face down and are not to be examined once the next trick is led. Players may review their bids at any time.

#### Special cards.

1. Jaguar: the highest in the trump suit
2. Monkey: the highest non-trump in the lead suit. It loses to any trump.
3. Lizard: has the lowest value of the trick in the lead suit.
4. Shaman: has a value half a point higher than the card played just before it, and is of the same suit. It always beats a special card played just before it.

#### Following suit.

- ◆ A suited lead establishes the suit (Sun, Spear, Serpent or Eagle) that must be followed.
- ◆ If the Jaguar is lead, **trump is the lead suit.**
- ◆ If the Lizard is lead, **the player who plays it must announce the requested suit (can be trump suit).**
- ◆ If the Monkey is lead, **the player who plays it must announce the requested suit (cannot be trump suit).**
- ◆ **The Shaman cannot be lead.** If you only have the Shaman in hand to initiate a trick, the player to your left leads the trick instead, and you automatically lose it. You will receive a penalty (see below). If no player has any more cards in hand, the hand is over. Go to Scoring.

Score. Players score 1 point per trick taken, plus a bonus for making an exact bid: 3 pts with 6 players; 4 pts with 5 players; 5 pts with 4 or 3 players; and 6 pts with 2 players. If you surrendered the lead on the last trick with the Shaman, score 0 for the round instead.

Number of Players	2	3	4	5	6
Bonus points	6	5	5	4	3

The player to the left of the dealer becomes the new dealer. Advance the trump wheel 1 notch to reveal the next suit. Play a new round.

Win. The player with the most points after 8 hands wins. In case of a tie, the player (of those tied) who earned the most bonuses is the winner.