Hidden Trickster

# Description

Hidden Trickster is a variation of blackjack which instead relies on deception and trickery. The game is meant for 4 players and requires a standard deck of cards with 1 joker. The goal of the innocents is to find the trickster in their midst and remove them from play. The trickster’s goal is to stay hidden and be the last person standing.

# Setup

1. Choose a dealer, they will be the dealer for the rest of the game
2. The dealer removes three random face cards from a standard deck of cards and places the joker with them
3. The dealer deals all 4 cards out face down at random
4. Each player looks at their card, keeping it a secret, if they have the joker then they are the trickster, otherwise they are innocent

# Gameplay

1. The dealer shuffles the deck, deals 2 cards face down to each player, including themselves, and places 3 cards face up in the center of the table, this is known as the *Bag of Tricks*, the dealer only puts cards in the *Bag of Tricks* in the first round and does not do so again
2. Each player, starting with the dealer and going clockwise, chooses whether to *Hit or Pass*, if they hit the dealer gives them another card, if they pass then their turn is skipped for the rest of the round
3. Once every player has *Passed* they all put their cards face up on the table, then, before the loser(s) are determined, all players must close their eyes for 15 seconds, the trickster *must* then take a card from the *Bag of Tricks* and replace one card from a player’s hand with it.
   1. Alternatively, the trickster can choose to replace no cards and instead place the top card of the deck into the *Bag of Tricks*, this is the only way to add cards to the *Bag of Tricks* after the initial deal.
   2. The card the *Trickster* replaced goes into a temporary discard pile
   3. The number of cards in the *Bag of Tricks* cannot go above 3
4. The loser is either the player who was the farthest below *21* (ties result in multiple losers), or all players who went over *21*
   1. Once a player has lost 3 times, they are out of the game
   2. Aces are worth 1 and face cards are worth 10
5. All cards other than those in the *Bag of Tricks* go back into the deck and a new round begins from step 1
6. After a round ends, if at least half the players vote to do so a *Trial* is started, a discussion is held and each player votes for who they want eliminated, if most votes go to one player, that player is eliminated
   1. A *Trial* cannot be held if only two players remain

# Winning

1. There are two ways that the game can end:
   1. The *Trickster* is eliminated: the innocents win
   2. All innocents are eliminated: the *Trickster* wins