

<p>Cat in the Box <small>v1</small></p> <p>3 players: no 7/8/9 cards 4 players: no 9 cards</p> <p>Deal all the cards. Everyone discards 1 card before bidding.</p> <p>Bid how many tricks you expect to take, starting with start player.</p> <p>Play the tricks, skip the last card. Can't lead trump until it's broken. Stop immediately if there's a Paradox, and this trick is not awarded.</p> <p>Score: ->1 point per trick. (Score negative if you caused the Paradox.) ->add your bonus if you matched your bid. (No bonus if you caused the Paradox.)</p>	<p>Cat in the Box <small>v1</small></p> <p>3 players: no 7/8/9 cards 4 players: no 9 cards</p> <p>Deal all the cards. Everyone discards 1 card before bidding.</p> <p>Bid how many tricks you expect to take, starting with start player.</p> <p>Play the tricks, skip the last card. Can't lead trump until it's broken. Stop immediately if there's a Paradox, and this trick is not awarded.</p> <p>Score: ->1 point per trick. (Score negative if you caused the Paradox.) ->add your bonus if you matched your bid. (No bonus if you caused the Paradox.)</p>	<p>Cat in the Box <small>v1</small></p> <p>3 players: no 7/8/9 cards 4 players: no 9 cards</p> <p>Deal all the cards. Everyone discards 1 card before bidding.</p> <p>Bid how many tricks you expect to take, starting with start player.</p> <p>Play the tricks, skip the last card. Can't lead trump until it's broken. Stop immediately if there's a Paradox, and this trick is not awarded.</p> <p>Score: ->1 point per trick. (Score negative if you caused the Paradox.) ->add your bonus if you matched your bid. (No bonus if you caused the Paradox.)</p>
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