

Looking for Friends

MEDIUM

The Game

Zhǎo Péngyou. Chinese game for 5 to 12 players, using multiple standard decks, plus red and black jokers, played anti-clockwise. Cards are not dealt but drawn one by one by the players. First to draw is determined by cutting for highest card, in subsequent hands, the start rotates to the right.

Players, cards, teams and goals

Number of players	Decks and Jokers (red and black)	Cards per player	Talon	Cards called by Trump maker	Defense Card Points to level up (T:trump team, D:defenders)
5	2d+2r+2b	20	8 cards	1	0:T3, 5-35:T2, 40-75: T1, 80-115:No, 120-155:D1, 160-195: D2, 200+ D3
6	2d+2r+2b	17	6 cards	2	
7	2d	14	6 cards	2	
8	3d+2r	19	6 cards	3	0:T3, 5-55:T2, 60-115: T1, 120-175:No, 180-235:D1, 240-295: D2, 300+ D3
9	3d+3r	17	6 cards	3	
10	3d	15	6 cards	4	
11	3d+2r+2b	14	6 cards	4	
12	4d+2r	17	6 cards	5	0:T3, 5-75:T2, 80-155: T1, 160-235:No, 240-315:D1, 320-395: D2, 400+ D3

Player Ranks, Cards and Playout

At the beginning, all player levels are card rank 2. The winner is the player reaching beyond Ace level.

Trump Suit Ranking: Red Joker, Black Joker, Trump maker card, All other cards of the trump rank, A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2 (Note: the trump maker card will move up in rank)

Non-Trump Suit Ranking: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2 (minus the trump rank card)

Valuable Cards: Kings: 10 points, 10s: 10 points, 5s: 5 points.

During the drawing of cards, **anyone can make trumps with exposing a card that matches THEIR current rank**. That card's suit becomes the trump suit, and that rank the trump rank, so that rank would raise above the trump suit's Ace, as seen above. Another player can override this trump maker card, by exposing 2 IDENTICAL cards that match THEIR rank. Original trump maker then either accepts and takes back his card, or exposes the identical pair of the first trump card. If available, a triple or a quad of cards can further override trump propositions.

Final trump maker takes up the *Talon* and *Discards* the same number of cards in front of him. **He then names exact, non-trump cards. The players that play those cards in a trick will become his teammates. Trump maker team's level up (if any) is multiplied for each missing team member, when multiple called cards are with the same player, or some of them with the trump maker (self call).** (Eg: Trump card is the ♦2, player calls the second ♥Ace and the first ♠King.)

Trump maker leads to first trick. One must follow suit, if void in the led suit, any card can be played.

The 4 possible leads: **Single card; Set of identical cards; Sequence of equal sized, consecutive Sets; Collection of unbeatable cards (Singles, Sets, Sequences) in the same suit.** One has to follow suit, and if possible, play the same size sets, but they don't have to be in a sequence. To beat a lead, it has to be a HIGHER ONE (First of identical cards played to a trick wins) in the led suit, or trump(s) that matches the led format. Example: a ♠4♠4♠5♠5 is beaten by a ♣7♣7♣8♣8 or a ♦3♦3♦4♦4 when ♦ is trump. When a *Collection* of top cards is led, if ANYONE, even a teammate has card(s) in the LED SUIT beating any element of the collection, they must be shown, and only the beatable cards are left in the trick, other cards must be withdrawn, and 10 card points per withdrawn card are transferred to the other team!

Valuable cards are collected in front of the defender player who won them, ALL OTHER cards are put in a common pile in the middle. At the end, the Talon Discard goes to the winner of the last trick, and valuable cards are worth double in it! (only matters if a defender wins it)