

インヴァージョン (!nversion)

2-4 Players, 10-15 min.

Overview

This is a trick-taking game. In two players, the one who wins more tricks is the winner of the game.

When playing with 3 or 4 people, before the game starts, declare how many tricks you think you are likely to win, and either the player who declared the highest number or all the other players win. It will be a one-on-many team battle.

Components

50 Game cards

Numbers representing the strength of the card are written at the top left and bottom right. They go from 1 to 10.

The suit of the card is depicted above and below the center. There are five suits: "Club", "Spade", "Heart", "Diamond" and "Clown."

1 Reference card

For each trick, there is a memo that explains how to decide who wins. Winner or loser depends on whether or not Inversion occurred. Use "Normal Priority" if Inversion has not occurred, and "Inverted Priority" if Inversion has occurred.

Setup

Use number of players + 1 suits (choose any suit you like). Put the remaining cards in the box. Shuffle the cards and deal 10 to each player. This becomes each player's hand. Hold it so that only you can see the face of the cards.

Place the remaining 10 cards face up in a row horizontally, with the reference card by the row. These 10 cards are called the "lane" from now on. The game card closest to the reference card in the "lane" is hereafter referred to as the "follow card."

If you are playing with two people, this completes the preparation.

If you are playing with 3 or 4 people, compare your hand with the lane and predict how many tricks you are likely to win. Decide who will be the first to declare. From then on, go clockwise and each player must declare a larger number or pass. Take turns declaring numbers until everyone but one person pass (like an auction). The game begins with the last person remaining as the "parent" and everyone else as the "child."

How to play cards

For each trick, each player plays a card from their hand, and once everyone has played, the winner of the trick is determined.

You must play cards according to a rule called "lane following". When you have a card in your hand of the same suit as the follow card at the start of the lane, you must play a card of that suit. However, if you have in your hand a card whose number add up to 11 with the follow card, you can play that card as well.

Example: the follow card is the 9 of hearts. If you have a heart, you can't play another suit, but you can play the 2 of any suit, since $9 + 2 = 11$.

At this time, the "inversion" occurs.

Inversion

A player who plays a card that adds up to 11 with the follow card must replace it with their played card. The replaced card becomes the follow card for the next player. This operation is called **inversion**.

For example, the follow card is 9 of Hearts. The first player plays an 8 of Hearts, and the next player plays the 2 of Spades. An inversion occurs. The second player adds the 2 of Spades to the lane and places the 9 of Hearts in front of him. Since the follow card is now 2 of spades, the third player must play a spade card or a 9.

If the conditions are met, **inversion** may occur multiple times in the same trick. If you play a card that adds up to 11, an **inversion** will occur regardless of its suit or the intention of the person who played it. *For example, if the follow card is 9 of hearts and you play 2 of hearts, an **inversion** will occur.*

Trick winner

The way the winner of a trick is determined depends on whether an **inversion** occurs in the trick. The reference card explains how to determine this, so please refer to it.

When an **inversion** does not occur, the person who played the highest numbered card of the same suit as the follow card is the winner. If no one played a card of the same suit as the follow card, the person who played the highest numbered card wins. If there is a tie for first place, the first person among them wins.

When an **inversion** occurs, the player with the highest numbered card wins, regardless of suit. If there is a tie for first place, the first person among them wins. For the person who caused the **inversion**, consider the card that was exchanged from the lane as their played card.

*Example 1: Follow card: 9 of Hearts.
Cards played: 9 of clubs, 2 of Spades, 8 of Spades. An inversion occurs. First and second player played a 9. First player wins the trick.*

*Example 2: Follow card: 2 of Hearts.
Cards played: 5 of Hearts, 9 of Spades, 2 of Spades. Two inversions will occur.
Cards to be considered: 5 of Hearts, 2 of Hearts, 9 of Spades. Third player wins the trick.*

Once the winner of the trick has been determined, that person should place the cards from that trick and the trick's follower card in a pile face up in front of them. The piles represent the number of tricks won, so if you win multiple tricks, put them in separate piles.

Game flow and winning/losing

The flow of the game is as follows.

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2 Players:

- 1, Decide first player.
2. Take turns playing cards. The winner of the previous trick should start next trick. Play 10 tricks.
3. The person who wins the most tricks overall wins the game. In case of a tie, it is a draw.

3 or 4 Players:

- 1, Decide on the parent and children.
2. Starting from the parent, take turns playing cards. The winner of the previous trick should start next trick. Play 10 tricks.
3. If the parent wins the declared (or more) number of tricks, they win the game. Otherwise everyone else wins.

FAQ

- You can't declare 0 when first declaring.
- Inversions are never mandatory. If you can't follow suit, you don't have to make an inversion, even if you have a card to do so.
- Inversions occur even when the card follow suit.
- There can be multiple inversions in one trick.
- The inversion affects only the current trick.
- You can look at the cards stacked in front of you just right after winning a trick.

Tips

When is the best time to perform an **inversion**?

1. When the number becomes larger (stronger), for example, when the follow card is a 10 and you exchange with a 1.
2. When you want to change the follow card suit.
3. When you want another person to play a different suit.

What criteria should I use to think about how many times I'm likely to win?

In this game, the most stable and easy-to-win strategy is to win once and then use multiple tricks in a row to win. Therefore, check the lane for a section where you can win several tricks in a row, it will be easier to make predictions.

Credits

Production (Design) Fugame
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If you have any questions or concerns about the content, please contact hugame.work@gmail.com or our Twitter account (@Hu_games).