

Build Trick

Number of Players 3-4

Play Time: 30 minutes

Ages: 8+

Contents

1 Instruction Sheet
1 Market Area
54 Number Cards
1 Point Flower 112 pieces
5 point Flower 30 pieces
1 Gold Star 52 pieces
5 Gold Star 15 pieces
1 Start Marker

Introduction

This game is a game that combines the genre of trick-taking and the genre called deck building.

Purpose

Play a number of games and get 50 flowers first. The person who collects them wins!

Game Setup

As specified in the market area, arrange the card.

To each player, deal the 1, 2, 3, 4, and 5 cards to each player, put them in a draw pile, shuffle, and draw 3 cards, this is your hand.

Determine the start player by a suitable method, and they receive the Start Marker

Game Flow

1. Everyone plays a face-up number card from your hand, starting with the start player going clockwise.
2. When all players have played, the player with the highest number receives the start marker and their own score (hereafter referred to as “flowers”) for the number they played.
*if the highest number played is the same, the later player wins
3. All other players receive the amount of money (hereafter referred to as “stars”) equal to their card number. Then starting with the player to the left of the winner, and going clockwise, all losing players can purchase 1 card from the market (using their stars).

4. Place the card you played and the card you bought face up next to your deck as a discard pile.
5. Repeat 1-4. When you run out of cards in your hand (every 3 rounds), draw 3 cards from the deck. If your deck is empty*, shuffle the discard pile, this is your new deck, draw any missing cards needed to reach hand size of 3.
*(Only shuffle and make a new deck if you need to draw more cards and the deck is empty)
6. Whenever someone has a total of 50 flowers, that player wins!