

# Ride Chip Trick

Number of Player: 3-4      Ages: 8+      Play Time: 20 Minutes

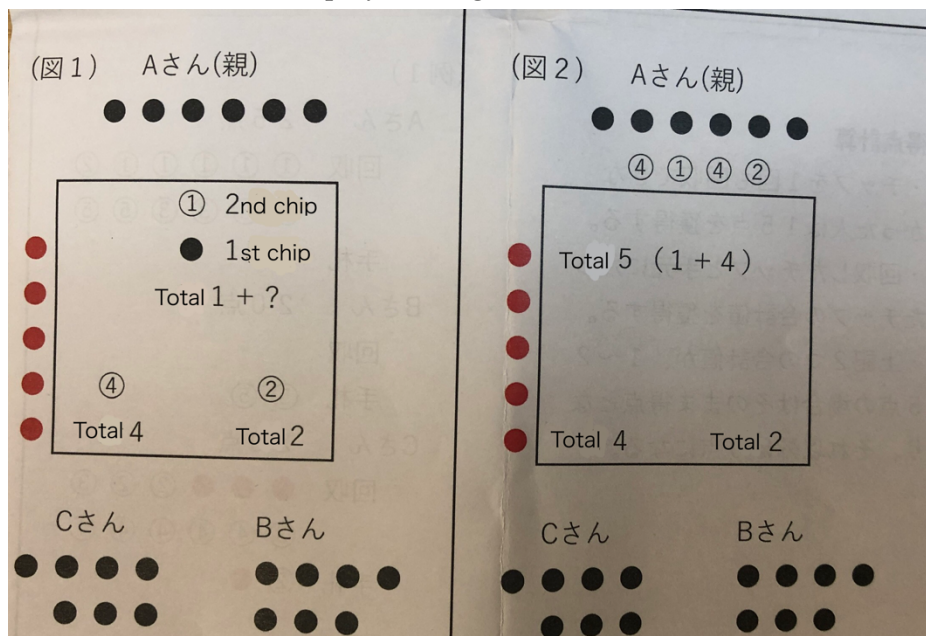
Contents: 1 rulesheet      30 chips (Black: 1-5, 5 each      Red: -3, 5 each)

Introduction: This game is a game in the genre of trick-taking that uses chips. A game is played based on the total value of the chips played to a trick, and one round ends when all the red chips on the board are gone. Do this for as many rounds as you like.

Game Setup: Put the black chips in the bag, and deal 8 chips face-down when playing with 3 players or 6 chips with 4 players. Put the 5 red chips on the table when playing with 3 players, and 4 red chips with 4 players. The owner of the game will be the start player (or choose however you wish).

Game Overview: In order from the start player, play 1-2 chips from your hand face up. The person with the highest number collects the chips in the field, adds one red chip to their hand, and becomes the next start player. Detailed instructions below.

1. If you play two chips, place them on top of one another so the bottom number cannot be seen. (Figure 1.)
2. After all players have played their chips, the stacked chips are revealed, and the person with the highest total collects all the chips played and sets them aside face-up. They become the next start player. (Figure 2.)



3. If the highest value is the same, the player who played later collects the chips
4. After collecting the chips, the person who collected them adds 1 red chip to their hand.
5. Repeat 1-4, and when the last red chip is collected, one round ends and the score is calculated.
6. In a new round, the person to the left of the first starting player in the previous round becomes the next rounds start player. Put the black chips back in the bag and deal again. After playing the same amount of rounds as the number of players, the game ends, and the person with the most total points wins.

Scoring:

- Players who do not collect any chips receive 15 extra points
- Add the total value of chips won and the remaining chips in hand
- If the total is 1-25, score as is, otherwise score 0 points.

Example (the last 5 chip was not dealt):

A: 25 points

Chips won: 1, 1, 1, 1, 1, 2, 2, 3, 3, 3, 5, 5 (28)

Chips in hand: -3

B: 25 points

Chips won: (15)

Chips in hand: 5, 5

C: 20 points

Chips won: -3, -3, -3, 2, 2, 3, 3, 4, 4, 4, 4, 4 (21)

Chips in hand: 2, -3

If the total points at the end of the game are tied, the player with the higher score in the last round wins. If that is also the same, the win is shared.

Clarifying information:

- If you don't have any chips in hand, you can't play any chips.
- If you have negative points, you score 0
- If you have no collected chips, add 15 points to your score