Three suits: bells, moons, keys.

Scoring Reference

0-3 tricks = 6 points (Humble Rank)

4 tricks = 1 point (Defeated Rank)

5 tricks = 2 points (Defeated Rank)

6 tricks = 3 points (Defeated Rank)

7-9 tricks = 6 points (Victorious Rank)

10-13 tricks = 0 points (Greedy Rank)

Game

Card

Shuffle

--Suits (part of Card)

Tricks

Points

--Effects (part of Card)

--Rounds (doesn’t need to be a class.)

--Players (doesn’t need to be a class.)

33 total cards.

13 cards to each player, flip to decide who will start. Rest of the cards will be a potential draw pile.

Top card of draw pile is the “decree card”. Suit of Decree Card is the trump suit.

Winner of flip does first lead suit. Other player must follow suit if able; if they can’t they can play another suit. If they play a card of a different suit, if that suit is the trump suit, the player that played the trump suit will automatically win the hand; if it is NOT of the trump suit, they will automatically lose.

Example: One player plays a 10 of keys. The trump suit is bells. If the other player plays any bell card, they win the trick; if they play a moon card, they lose the trick. If they play a key card, then if their number is higher, then they win (unless some special effect comes into play, like if they play a 9). If the trump suit had been keys, then it would’ve been a matter of

When the round ends (so when both players run out of cards), the points are tallied. If a player has more than 21 points at the end of a round, the game is over; the player with the most points wins.

Effects

1 (Swan): If you play and lose the trick, you lead the next trick. (Normally the winner of a trick will lead the next trick) – Taken care of.

3 (Fox): When you play this, you may exchange the decree card with a card from your hand. (This is done immediately after the fox has been put down, so BEFORE the winner of a trick is determined. So, for example, if the trump suit is Moon, and Player A lead with an 8 of Moons, if Player B plays a Bell Fox, and then changes the decree card to a 2 of Bells they had, Player B would end up winning that trick.)

5 (Woodcutter): When you play this, draw 1 card. Then discard any 1 card to the bottom of the deck face down (this can be the card that you just drew, if you so wish).

7 (Treasure): After each trick, the winner receives 1 point for each 7 in the trick (meaning, at most, the winner will get 2 extra points on that one trick).

9 (Witch): When determining the winner of a trick with only one 9, treat the 9 as if it were in the trump suit (Example: the trump suit is Bells. Player A plays a 9 of Keys, and Player B then plays a 10 of Keys. In this scenario, Player A wins. If, however, Player B plays a Bell card that is 9 or above, then Player B would win.)

11 (Monarch): When you lead this, if your opponent has a card of the same suit, they must play either the 1 card of the suit, or their highest valued card of that suit (so if Player A goes first and plays a Bell Monarch, and for Bell cards, Player B has a 1, 4, 7, and 10, Player B can play the 1 card so they don’t have to play their 10, but they could play their 10 regardless, if they so wished. However, if they didn’t have that 1, they would have to play their 10, no matter what.)

1 scenarios: player plays 1 non-trump, opponent plays any trump card, opponent win.

Player plays 1 trump, opponent plays any non trump card, player win

Players don’t need to draw cards at the end of tricks.