

Ambiente Abissal

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Players: 2-3, Time: 20-30 Minutes, Ages: 9+

CONCEPT: The cards in this game have two different strengths: suit and number. Make good use of your cards' two strengths to win the game. It may be as deep as the deep sea...

GAME OVERVIEW: When it is your turn, play cards from your hand, reducing how many cards you have in hand. The first person to play all of their cards will win the round and earn points. The first person to a specified number of points over several rounds will win the game.

COMPONENTS: Rules; 36 cards (1 to 6 in six colors); 1 strength table card (one side for 3 players, the other for 2 players)

PREPARATION: In a 2 player game, use 25 cards (1 to 5 in five colors), removing the gray cards and the cards of rank 6. In a 3 player game, use all of the cards.

CARD STRENGTHS: Let's first explain the two types of strengths used in the game. The cards in the game have two different strengths: suit and number. If you know this section, the game should play smoothly.

Strength of numbers - Regarding the numbers, 1 is the weakest, and the larger numbers are stronger; 5 will be the strongest in a two player game, and 6 will be the strongest in a 3 player game.

Strength of suit - Check the strength table card. Gray is the weakest for 3-players, and orange is the weakest for 2-players. Purple is always the strongest suit.

HOW TO PLAY: Shuffle the prepared cards face down and deal 11 to each player. Extra cards should be set aside, and these will be returned to the deck at the end of this hand.

Decide a starting player in any suitable manner, and play will proceed clockwise. When it is your turn, either do (A) play card(s) or (B) pass. In this game, when you play card(s), it must be stronger than the last played card(s).

- A. *Play Card(s)* - If you are the first to play, choose 1 or 2 cards from your hand to play. If you choose to play 2 cards, they must share the same suit or number; these are referred to as a "suit pair" and a "number pair". When players try to play stronger cards, they will need to play the same type of pair as the lead player.

If you want to play one card, put out any card you would like. In the case of one card, it is not yet determined if the other players are playing based upon suit or number. These details are discussed below.

If cards have already been played this trick, you must play the same number of cards as previous play(s), but the cards must be stronger than those last played. If the previous played cards are a suit pair, you must play a stronger suit pair. If the previous played cards are a number pair, you must play a stronger number pair.

If the first player plays a single card, it is not yet decided if other players are comparing the suit or the number to determine a stronger play. You will play a card that has a stronger suit, number, or both, until it has been determined; at this point, there are three possible cases:

1. *If the second card played has a stronger suit and the number is the same or less than the first card* - This trick the players are playing cards with stronger suits. Subsequent plays must be a single card of a stronger suit.
2. *If the second card played has the same strength suit or lower, but the number is larger* - This trick the players are playing cards with stronger numbers. Subsequent plays must be a single card of a higher number.
3. *If the second card played has a stronger suit and a stronger number* - In this case, the type of trick has not yet been determined. When the next card is played, determine if the trick is type 1 or 2; as long as the card played fits into type 3, the type of trick has not yet been determined.
4. *When someone leads the highest card* - If someone plays the purple 5 (in a two player game) or the purple 6 (in a three player game), that is the highest possible card. Other players will have to pass.

It will be best to play cards on top of each other in the center of the table, but staggered slightly, so that you can tell which card(s) were played last.

- B. *Passing* - If you cannot play a card or choose not to, please pass. When you pass, the turn will move to the next player in clockwise order. Once you pass, you may not play again until the current trick is over.

When all but one player have passed, discard all cards played this trick. Then, the player who last played a card will start a new trick. At this time, the type of trick just finished (suit pair, number pair, or single) does not have an effect, and the player can choose which to do. Similarly, other players will again be able to choose from playing cards or passing, including those who had passed in the previous trick.

END OF THE ROUND: Once a player has played all of their cards, that player is the winner (1st place). In the case of a 3 player game, the other players continue and the next person to play all of their cards has won 2nd place. If the turn comes to a person who is out of cards, play proceeds to the next player clockwise.

The overall winner will be the person who earns a given number of points over a series of rounds. When starting the next round, the player with the lowest score will be the starting player. If there is a tie, it goes to the first of the tied players in clockwise order, starting with the previous start player.

VICTORY: In a 2 player game, the winner of the first round is awarded 1 point, the second round 2 points, the third round 3 points, etc. The first player to 10 or more points wins.

In a 3 player game, the first place player each round earns 2 points and the second place player earns 1 point. The first player to 6 or more points wins.