# Berzerka Contract Appendix

Notes about the appendix:

- If the **card ranking order** is **normal** it means 13 is the strongest rank, 1 is the weakest rank; **13 > 12 > 11…1**
- If the **card ranking order** is **inverted** it means 1 is the strongest rank, 13 is the weakest rank; **1 > 2 > 3…13**
- If a contract has a section with *'Additional information needed'* this only has to be provided after the player becomes declarer but before discarding/drawing *(see Finish Dealing, page 6 of the main rulebook for more details)*

## Starter Contracts

### Berzerka (x1):

- Win as many tricks as possible        - Card ranking: normal

*Additional information needed:*

- Pick one of the four suits to be the trump suit

### Hidden Strength (x1):

- No trump suit        - Win as many tricks as possible        - Card ranking: inverted

### Hold Steady (x2):

- No trump suit        - Be the closest to 5 trick wins *(can be above or below 5)*
- In the contract box, players will write the difference between the number of tricks they won and 5.
- *Example: Michelle won 6 tricks, DJ won 4 tricks, and Jacob won 8 tricks. Michelle was 1 trick away from 5 and wrote 1 in the contract box. DJ was also 1 away and wrote 1. Jacob was 3 away and wrote 3. Michelle and DJ are tied at 1 away, so they need to check tiebreakers to determine who ranks higher.*

*Additional information needed:*

- Decide if the card ranking is normal or inverted

*Designer Tip: Overbidding on this contract could actually help you in some cases. For example, if you think you will take 7 tricks in the hand you can overbid by -2 (7-2=5). Use overbidding to your advantage!*

### Seeing Red (x2):

- The Hearts (Red) suit must be trump        - Win as many tricks as possible        - Card ranking: normal

### Bottle It Up (x3):

- No trump suit        - Lose as many tricks as possible        - Card ranking: normal
- When scoring for this category, you will still record the number of tricks you won. However, the player that won the least number of tricks is ranked highest and the player that won the most is ranked lowest.
- When overbidding, the overbid number adds to the number of tricks you win (instead of subtracting)

## Mix-n-Match Contracts

### Brute Strength (x1):

- No trump suit        - Win as many tricks as possible        - Card ranking: normal

### Still Holding (x1):

- Be the closest to 5 trick wins *(can be above or below 5)* See the **Hold Steady** contract for more details

*Additional information needed:*

- Pick one of the four suits to be the trump suit        - Decide if the card ranking is normal or inverted

# Changing Pace (x1):

- Win as many tricks as possible        - The card ranking switches halfway through the hand
  - *During the first 7 tricks card ranking will be normal or inverted (your choice), then during the last 6 tricks the ranking will be the opposite of your choice*

***Additional information needed:***

- Pick one of the four suits to be the trump suit        - Decide if the card ranking starts as normal or inverted

# Marathon Flex (x2):

- Win as many of the last 6 tricks as possible
- Winning any of the first 7 tricks will not count towards your trick wins
- Each time one of the first 7 tricks is won, discard it instead of piling it in front of the trick winner

***Additional information needed:***

- Pick one of the four suits to be the trump suit        - Decide if the card ranking is normal or inverted

# One Weakness (x3):

- No trump suit        - Avoid your pain suit        - Card ranking: normal
- You do not score the number of tricks you win. Instead, you score the number of cards in your pain suit that you collected in trick wins
- *Example: You select Spades to be your pain suit. After all 13 tricks are played, you won 5 tricks and within those 5 tricks there were 7 Spade cards. You write '7' in the contract box for this contract.*
- The player who collects the least amount of cards in their pain suit is ranked highest and the player who collects the most cards is ranked lowest.

***Additional information needed:***

- Pick one of the four suits to be your pain suit

# Raging Tides (x4):

- No trump suit        - Win as many tricks as possible        - The card ranking switches every trick
  - *Card ranking will start as normal or inverted (your choice), then after every trick the ranking will switch*

***Additional information needed:***

- Decide if the card ranking starts as normal or inverted

# Middling (x0):

- Win the middlest amount of tricks        - Card ranking: normal        - 1 winner, 2 losers
- *Example: Michelle won 3 tricks, DJ won 11 tricks, Jacob won 5 tricks. Jacob won the middlest amount of tricks. The contract value was increased to x4 throughout the game. So, Jacob gains 4 game points while Michelle and DJ both lose 2 game points.*
- If the contract value is ever increased for this contract, it is increased by x2 (x0→x2→x4→x6) not x1
  - *This is to ensure game points can be divided properly!*

***Additional information needed:***

- Pick one of the four suits to be the trump suit

# Shapeshift (x5):

- Shapeshift copies one other contract on the contract board (must decide at the beginning of the game)
- When a player wants to bid for the copied contract, they must announce if they are doing the regular version of that contract of the Shapeshift version of that contract.
- Shapeshift follows all rules of the copied contract, except the game value starts at x5 instead of that contract's value (Exception: if you copy Middling, change Shapeshift to start at x6)