Contracts	Player 1		Player 2		Player 3	
Berzerka *Pick Trump* **x1**	# of tricks	Game Points	# of tricks	Game Points	# of tricks	Game Points
	Discard Amount	X ↑	Discard Amount	X ↑	Discard Amount	X ↑
Hidden Strength *Bottom Up* **x1**	# of tricks	Game Points	# of tricks	Game Points	# of tricks	Game Points
	Discard Amount	X ↑	Discard Amount	X ↑	Discard Amount	X ↑
Hold Steady *Closest To 5 (↑/↓)* **x2**	# of tricks	Game Points	# of tricks	Game Points	# of tricks	Game Points
	Discard Amount	X ↑	Discard Amount	X ↑	Discard Amount	X ↑
Seeing Red *Trump = Red* **x2**	# of tricks	Game Points	# of tricks	Game Points	# of tricks	Game Points
	Discard Amount	X ↑	Discard Amount	X ↑	Discard Amount	X ↑
Bottle It Up *Trick Avoidance* **x3**	# of tricks	Game Points	# of tricks	Game Points	# of tricks	Game Points
	Discard Amount	X ↑	Discard Amount	X ↑	Discard Amount	X ↑
Totals	Game Points		Game Points		Game Points	

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)*
- To use the Mix-n-Match contracts, simply have all players decide on 5 contracts (or 3 contracts in a short game) they want to use in the game. You may use any combination of Starter and/or Mix-n-Match contracts.

Starter Contracts

Berzerka (x1): *Objective - 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): *Objective - Win as many tricks as possible*

- No trump suit   - Card ranking: inverted

Hold Steady (x2): *Objective - Be the closest to 5 trick wins (can be above or below 5)*

- No trump suit
- 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): *Objective - Win as many tricks as possible*

- The Hearts (Red) suit must be trump   - Card ranking: normal

Bottle It Up (x3): *Objective - Lose as many tricks as possible*

- No trump suit   - 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): *Objective - Win as many tricks as possible*

- No trump suit   - Card ranking: normal

Still Holding (x1): *Objective - Be the closest to 5 trick wins (can be above or below 5)*

- 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): *Objective - 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): *Objective - 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): *Objective - Avoid your pain suit*

- No trump 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): *Objective - Win as many tricks as possible*

- No trump suit   - 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): *Objective - 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!*
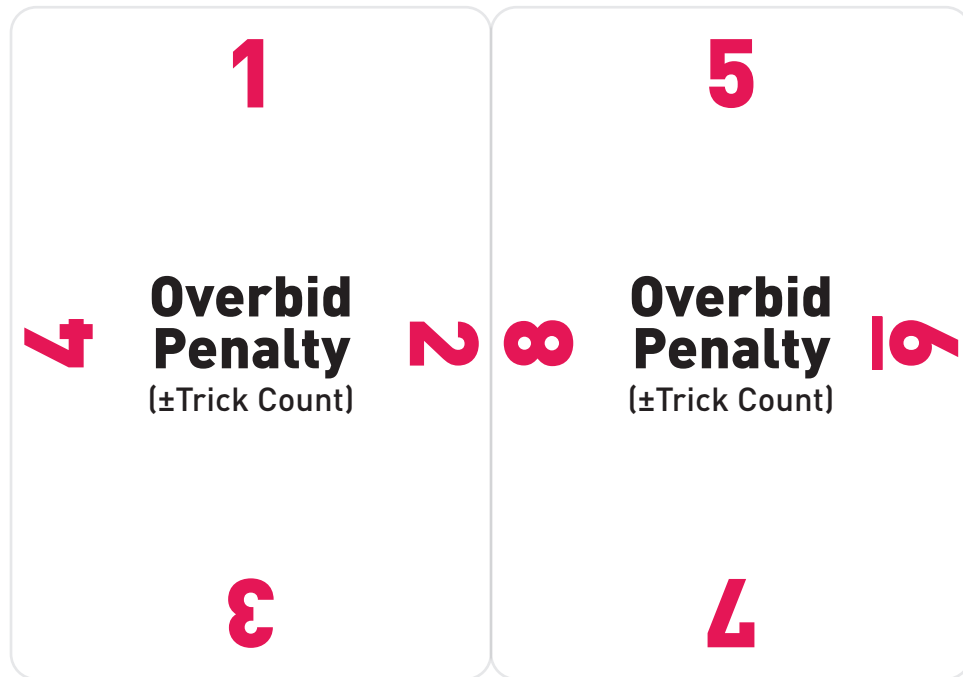
Additional information needed:

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

Shapeshift (x6): *Objective - ???*

- 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 or the Shapeshift version of that contract.
- Shapeshift follows all rules of the copied contract, except the game value starts at x6 instead of that contract's value

Mix-N-Match Contract Tiles

Berzerka	**Brute Strength**	**Raging Tides**
Pick Trump	*No Trump, Normal Card Rank*	*Slalom*
x1	**x1**	**x4**

Hidden Strength	**Still Holding**	**Middling**
No Trump, Inverted Card Rank	*Pick Trump, Closest To 5 (↑/↓)*	*Pick Trump, Win Middlest Trick Amt*
x1	**x1**	**x0** *+x2*

Hold Steady	**Changing Pace**	**Shapeshift**
Closest To 5 (↑/↓)	*Pick Trump, Switch Card Rank Halfway*	*Wild*
x2	**x1**	**x5**

Seeing Red	**Marathon Flex**	
Trump = Red	*Only Last 6 Count*	
x2	**x2**	**X**

Bottle It Up	**One Weakness**	
Trick Avoidance	*Avoid Pain Suit*	
x3	**x3**	**X**

1	5
4 **Overbid Penalty** (±Trick Count) **2**	**8** **Overbid Penalty** (±Trick Count) **9**
3	**7**

Dealing Phase:

- Only deal half of the hand, rounded up (e.g. 7 cards when hands are 13 cards total)
- The other half of the hand will be dealt after the bidding phase

Bidding Phase (starts with Forehand):

- Bid on a contract you have not completed yet or pass
- May overbid if someone has already bid, but requires taking a 1 trick penalty
- Players bid/overbid until all but one player passes. They are the Declarer and play what they bid.
- If all players pass, Forehand is "put in the hotseat". Deal the rest of the hand, then Forehand must pick a contract.
    - Bid while holding half hand, ↑ game value + you discard/draw first
    - Bid while in the hotseat, ✗ game value + you discard/draw last

Discard/Draw Phase (starts with Declarer, unless they were in the hotseat):

- Discard any number of cards, face down, **declarer records number of cards discarded**
- Draw the same number of cards from the undealt cards
- Complete this step until the deck is empty or all players have discarded and drawn
- *This whole step is optional for all players!*

Trick Phase (starts with Declarer):

- Must follow, if you cannot follow you must trump, if you cannot follow and trump play anything
- Must beat
- Winner of trick leads next trick until all tricks are played

Scoring Phase (only Declarer scores):

- Declarer records number based on contract objective (check Contract Appendix for more details)