

Segment Trix

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Players: 3-4, Time: 30-50 Minutes, Ages: 9+

CONCEPT: A person who loves retro games, creates and plays games in their dreams. In the dream, it seems that the numbers in the game can be adjusted by placing wooden sticks directly on the cards. Is it possible to make such a game?

COMPONENTS: 36 cards (0 to 8 in four colors); 24 segment chips

PREPARATION: For three-player games, only 24 cards are used; remove the 4, 6, and 8 of each color (12 cards), placing them into the box. For four-player games, use all of the cards.

Shuffle the cards face down and deal them evenly to the players; in a three-player game, each person will receive 8 cards, and in a four-player game, each receives 9 cards. Next, distribute the segment chips; in a three-player game, each person will receive 5 chips, and in a four-player game, each receives 6 chips. The number of chips a player has is public.

HOW TO PLAY: Decide a starting player in any suitable manner. The players will each play a card to the table in turn, beginning with the start player and proceeding clockwise. This is called a "trick". If you have a card that matches the suit of the card played by the start player, you must play a card of this suit. If you do not, you can freely choose to play any card. In this game, the pink cards are the trump suit.

Additionally, when you play a card, you can place your segment chip(s) on the card to adjust the value of the card, so please be patient in playing a card as the previous person may want to add chips to their card.

Once everyone has played a card, the winner of the trick will be determined. The person who played the highest valued pink card wins the trick, collecting the cards played and any chips on them; if no pink cards were played, the person who played the highest valued card of the lead suit wins the trick. If there is a tie, the person who played later in the turn wins.

The winner places the acquired cards and chips in front of themselves, arranged so that everyone can see how many tricks they have won. Additionally, be careful to place the chips onto the cards to keep them separate from your unused chips.

The person who won the trick leads for the next trick. Repeat this process until all players' hands are exhausted. This is the end of one round. Let's calculate scores.

SCORE CALCULATION: A player will score if their number of unused segment chips is equal to the number of tricks they won. If these numbers do not match, a player will not score any points.

For the players who score, they earn 2 points per trick won, as well as 1 point for each segment token collected from those tricks. (The number of unused segment tokens does not score.) For players that have no leftover segment chips and who won no tricks, they earn 10 points.

END OF THE GAME: Once the score calculation is complete, collect the cards, shuffle, and deal them again; redistribute the chips, and begin the new round with the next player in clockwise order.

Four rounds for four people; if there are three people, play six rounds. The player with the highest total score wins.

HOW TO ADJUST THE NUMBERS: The digital numbers used in the game are as follows:

0 1 2 3 4 5 6 7 8

When you play a card, you may add as many segment chips as you'd like to change the number. (Of course, you do not have to change it.) You can also play your card upside down to change the value, or play it upside down and add chips.

The numbers must match the font above exactly, without any extra bits.

A 2 can only be changed into an 8.

A 6 can be played upside down as a 9 without any additional segments.

You cannot use chips collected from winning tricks to adjust the value of your card plays; you can only use those you received at the start of the round.