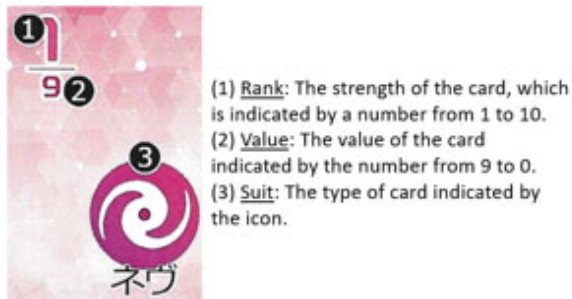# Trick and Trade

Time: 30 minutes / Number of people: 3-5 people / Age: 10 years old and over
Players are traders who trade cryptocurrencies. Get cryptocurrencies with may follow trick taking. When you finish all the tricks, the value of the cryptocurrency you get will be decided. This work is a trick-taking game that uses two cards, trick and trade.
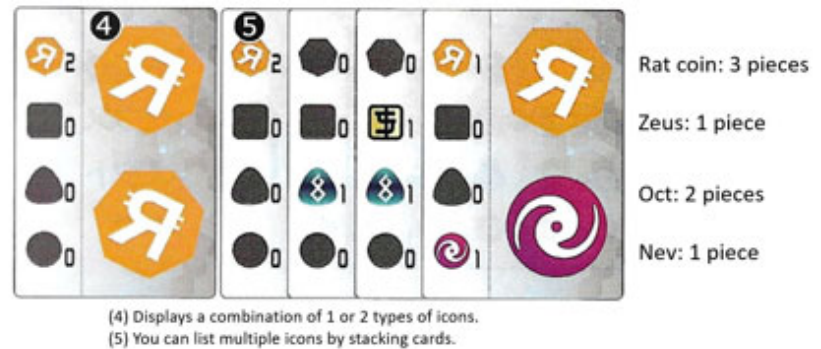
1. Contents
40 Trick cards (4 suits *Rat Coin, Zeus, Oct, Nev* numbered 1-10), 42 Trading cards, 1 Lead player card

1.1) Trick card breakdown   **1.2)** Trading card breakdown

(1) Rank: The strength of the card, which is indicated by a number from 1 to 10.
(2) Value: The value of the card indicated by the number from 9 to 0.
(3) Suit: The type of card indicated by the icon.

Rat coin: 3 pieces

Zeus: 1 piece

Oct: 2 pieces

Nev: 1 piece

(4) Displays a combination of 1 or 2 types of icons.
(5) You can list multiple icons by stacking cards.

1.3) Lead player card
Having this card indicates that you play the first card. The player who has the lead card can change throughout the game.

2. Setup
2.1) Trick cards: Shuffle and deal evenly to players (3p: 13 cards, 4p: 10 cards, 5p: 8 cards).
2.2) Trading cards: Shuffle and use the number of cards based on player count (3p: 39 cards, 4p: 40 cards, 5p: 40 cards). The extra cards will not be used, so put them back in the box.
2.3) Create a bid area with trading cards face up based on player count (3p: 6 cards (3 cards in 2 rows), 4p: 8 (4 cards in 2 rows) 5p: 10 cards (5 cards in 2 rows). **Important: Make sure there are two rows of equal cards.** Keep the rest of the deck nearby.
2.4) In addition, a winning area will be set up in advance. According to the rules described below, Trick cards divided by suit will be placed in the winning area.
2.5) Finally, decide the lead player randomly, such as rock-paper-scissors, etc., and hand out the lead player card.

3. Trick taking
3.1) Starting with the lead player, play one Trick card from your hand in the clockwise order. When all players reveal their cards, compare their ranks. *The higher the rank, the stronger it is, and if the values are the same, the later one is stronger.* Comparing the strength of these cards is called a trick. There are as many tricks as there are cards in your hand (3p: 13 tricks, 4p: 10 tricks, 5p: 8 tricks).
3.2) This trick taking game uses the rule of **may follow**. In may follow, the suit played by the lead player has priority over other suits when determining the winning card. However, there is no limit to the cards that players can play (you can play any card in your hand).
3.3) The tricks compete for ranking. Example: If there are 4 players, the ranking will be decided from 1st to 4th in the order of strongest cards.
3.4) *Example in the rulebook: P1 plays 1 Rat Coin, P2 plays 3 Nev, P3 plays 8 Oct, P4 plays 2 Rat Coin.* The lead suit is Rat Coin, so the ranking is as follows: 2 Rat Coin, 1 Rat Coin, 8 Oct, and 3 Nev.

4. Game Flow
4.1) The game progresses by repeating the following flow: (5. Trick taking and placement of winning cards ➔ 6. Acquisition of Trading cards ➔ 7. Trading card replenishment). The game is over when the flow is repeated a certain number of times (3p: 13 tricks, 4p: 10 tricks, 5p: 8 tricks) and the prepared Trading cards are distributed to the players.

5. Trick taking and placement of winning cards

5.1) Follow the "3. Trick taking" section above to determine the player's ranking. At this time, the card of the player who ranked first in the trick is used as the winning card. Place the winning cards side by side, leaving the rank and value visible on each card, in the winning card area according to suit. Keep all other cards face down.

The total of the value shown on the winning cards are cumulative.
The value of each suit in the above case is as follows:
Nev: 5, Oct: 4, Zeus: 0, Rat Coin: 0 (none in play)

6. Acquiring trading cards

6.1) Once the player's ranking is confirmed by the trick taking, the player who is ranked first will choose 1 Trading card or the lead player card in the first row of the bid area (lead player card is the first player). **Players can only take from the first row of the bid area.** The player who chooses the lead player card will lead the next trick. If the lead player card has been acquired by a player, only the Trade cards can be acquired.

7. Trading card replenishment

7.1) When there are no more Trading cards in the first row of the bid area, the second row will be lowered to the first row, and the second row will be refilled equal to the number of players. If the deck runs out, no further Trading cards will be replenished.

8. Score calculation

8.1) When the game is over, refer to the value (see 1.1 of rulebook) of each suit within the winning cards to determine the multiplier for each suit. Starting with the suit that has the highest value and going to the least each suit will get a multiplier of 3x, 2x, 1x, -1x. If there are two or more suits with an identical value, the next suit(s) value drops to the next multiplier.

Examples:

Rat Coin: 5 → 3x   Rat Coin: 5 → 3x
Zeus: 4 → 2x   Zeus: 4 → 2x
Oct: 3 → 1x   Oct: 4 → 2x
Nev: 1 → -1x   Nev: 1 → -1x

Rat Coin: 5 → 3x   Rat Coin: 4 → 3x
Zeus: 5 → 3x   Zeus: 4 → 3x
Oct: 2 → 1x   Oct: 4 → 3x
Nev: 2 → 1x   Nev: 1 → -1x

8.2) Take the multiplier for each suit and multiply it by the number of Trading card icons you have earned.
8.3) The score of each suit (value multiplier x Trading card icons) is totaled, and the player with the highest score is the winner. If there is a tie, the number of Trading card icons obtained in descending order (starting with 3x) of magnification is compared, and the one with the highest number is the winner. If there is still a tie, players share the victory.

9. Hints

9.1) Proceed with the game while paying attention to the current value of each suit in the winning area.
9.2) If you take the lead, it will be easier to control the suit of the winning card.
9.3) If you win the trick with a small rank, the value will increase by a larger amount.

Credits

Game Design: Yasuyuki Nakamura **Printing:** Tachikita Print
Unofficial English Translation: Ryan Campbell