

TWIN PALMS

The Card Game



By
Kristi B.

Twin Palms is a beautiful escape from your traditional trick-taking card game. Each round you must manipulate your hand of cards to create unique paired combinations that are stronger (or weaker) than your opponent's pairs. It's a trick-taker that grants total freedom. No following suit! No trump! But only the cleverest players will hit their bids to earn points. So play your cards carefully, and don't be afraid to change your plans at the last minute!

COMPONENTS:

Playing cards in three suits:

- (24) Palms: numbered 0-10 (2 of each), and 2 wilds
- (24) Dolphins: numbered 0-10 (2 of each), and 2 wilds
- (24) Sunglasses: numbered 0-10 (2 of each), and 2 wilds

- (30) Bid cards: 5 color sets, each numbered 0-5
- (15) Bet cards: 5 color sets, each set includes a 0, 1/2, max bet card

- (10) Hand Rank Reference cards

- (40) 1 point sand dollars
- (25) 5 point sand dollars
- (8) 25 point sand dollars

- (1) round tracker mat
- (1) round token
- (1) start player token



YOUR FIRST GAME:

There are 4 modes of play in Twin Palms: Easy, Normal, Advanced, and Extreme. Each mode requires a different set up. For your first game we suggest you play Normal mode, which the following rules will explain. Once you have played a few games this way, learning the other modes will be a breeze!

Normal mode (2-4 players)

SETUP

1. Place the round tracker mat near the center of the play area, and then place the round token (stingray) on the 1 spot.
2. Organize all sand dollar tokens and keep them near the round tracker.
3. Give each player the following:
 - (1) Normal mode reference card
 -
 - (2) 1 point sand dollars
 - (1) Colored set of Bid cards
 - (1) Colored set of Bet cards
4. Gather the 24 Palm and 24 Dolphin-suited playing cards and shuffle them together to make a deck (do not use any Sunglasses-suited cards).
5. Give the person who last visited the beach the start player token (shark).

NORMAL		
PAIR	① Palms	1 1
	② Dolphins	3 3
	③ Mixed	8 8
NO PAIR	④ Palms	1 3
	⑤ Dolphins	2 4
	⑥ Mixed	8 9



GAMEPLAY

A game of Twin Palms is played over several rounds. The number of rounds played depends on the number of players. **2 players = 6 rounds, 3 players = 6 rounds, 4 players = 8 rounds, 5 players = 5 rounds**

Each round will progress through of the following phases in this order:



ROUND PHASES

1- Deal

Shuffle the Playing card deck, then deal each player a hand of 10 cards.



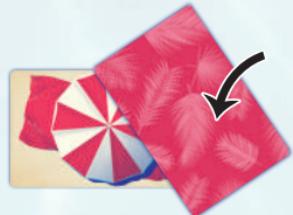
2- Bid & Bet

Examine your hand and then predict how many tricks you think your cards will win. This prediction is made by selecting one of your Bid cards and placing it face down (hidden) in front of you.

You may also choose to make a Bet. This is done by selecting one of your Bet cards, and placing it face down on top of your Bid card. The amount you can bet is limited by your Bet card options (0, 1/2, Max). The max bet may not exceed the current round number (round one = 1 max bet, round 2 = 2 max bet...etc). If you don't have enough sand dollars to make your bet, you must use all you can.

Once all players have selected their Bids and Bets, the cards are flipped face up and revealed. If you made a bet, place that number of your sand dollars on top of your Bid card to signify this and return the Bet card to your hand.

Pam picks her bid card and places it face down in front of her.



Then she selects one of her bet cards and places it on top.



NOTE: If this is your first time playing, we highly recommend removing Bet cards from the game, and only using Bid cards.

Everyone reveals their bids and bets simultaneously! Pam made a max bet. Since it's round 1, she places 1 sand dollar on her bid card.

3- Play Tricks

The person with the start player token acts first for the round.

They must select exactly two cards from their hand and play them face up. If any of the cards they play are wild, they must announce what number they are assigning to each wild. Wilds can be any number 0-10, but their suits are fixed.

After the first player has played their cards, the player to their left takes the same action. This continues until everyone has played two cards.

Each set of cards played will have a rank defined by the reference card. Whichever player played the highest ranked set of cards wins the trick. If two or more players played the same rank, then whoever played the highest numbered card wins.

The trick-winner collects the cards played by all players during that trick and sets them aside near their bid card in a pile.

The trick-winner then starts a new trick, and the process repeats.

Ties: If two or more players play sets of cards with the same rank and numbers (a tie), their cards are discarded and they cannot win the trick. The winner is assigned to the next best set played.

If all players are tied, no one wins the trick and all cards are discarded. In this situation, the next trick is led out by the previous trick-winner.

Play continues until players have played all cards from their hands.



Everyone makes their plays in clockwise order.

NORMAL	
2 Palm	2 Palm
7 Dolphin	7 Dolphin
10 Palm	9 Dolphin

Pam wins the trick with a pair of Palms, which is higher ranked than Kira's pair of Dolphins, and Bill's mixed no pair.



Both Kira and Bill make identical plays. This cancels out their cards entirely, forcing Pam to take the trick with her inferior cards!

Who Takes the Trick? - Advice for determining the trick winner:

When first looking at who will take a trick, ask: “*Has a pair been played?*” If so, **pairs will always beat no pairs**.

Pair: A pair of Palms – aka *Twin Palms!* – will always beat any other type of pair. Similarly, a pair of Dolphins will always beat any unsuited pair. If two player’s pairs are the same suit, then the player with the highest numbered pair wins.



No Pair: Palms remain the strongest, followed by dolphins, followed by mixed suits. When comparing the same ranked sets look at the highest card played in each set. If both player’s highest numbered card is the same, then look to the second card in each set. In all modes except Extreme, it does not matter what suits are played in mixed no pairs.



4- Score

Once all cards have been played for the round, it's time to score. Players can earn points in the following ways:

- **Exact bid**
- **Tricks won (missed bid)**
- **Bets**

Note: Points are represented by sand dollars. The words “points” and “sand dollars” may be used interchangeably.

Exact bid: If the number of tricks you won matches the number you bid, then you collect the “Exact” points shown on your bid card.



Achieving an exact bid of 2 earns you 5 points.

Tricks won: If a player did not collect tricks equal to their bid number, they do not earn the “Exact” points. Instead, they collect 1 point for each trick they won.

Bill bid 2 this round, but he won 3 tricks. Even though he incorrectly bid 2, he still earns 1 point for each trick.

Also, notice how Bill stacked his tricks? This is a handy way to keep track of the tricks you win. Try it yourself!



A bid of 0 is different from the other Bid cards.

It awards 5 points if you win no tricks. However, if you do win any tricks, then you score nothing for the round.
(The tricks you won do not score 1 point each in this case.)



Bets: If you placed a bet, and you achieved your Exact bid, then you also win additional points for the sand dollars you bet. Collect 1 additional point for each sand dollar you bet.

If you did not bid correctly, any sand dollars you bet are lost. Return lost sand dollars to the bank. This is the only way to lose points in the game.



Gain + 1

Pam bet 1 sand dollar this round. Since she achieved her 2 Bid, the bet pays out! Her bet of 1 will earn her 1 additional point.



Lose - 1

Kira also bet 1 sand dollar, but she collected too many tricks. She loses the 1 sand dollar she bet.

END OF THE ROUND

After all players have scored, the round ends. Pass the start player token (shark) to the next player clockwise, and also advance the round token (stingray).

Then begin the next round following the same turn phases.



At the end of the round the stingray moves. Pam, Kira and Bill are playing a three player game, which means they will play a total of six rounds.

END OF THE GAME

Once players have completed the defined number of rounds, the game ends. Players then count up their points (1 per sand dollar), and the player with the most points wins! If there is a tie, then play additional rounds until a round ends with no tie.

OTHER GAME MODES

After you've learned Normal Mode, check out these other fun ways to play Twin Palms!

Easy mode (2 players only)

This is a great way to introduce children to the basics of Twin Palms.

Setup a game the same way as described in Normal mode with the following exceptions:

In Step 3 of setup, use the Easy mode reference cards.

In Step 4 of setup, use only one suit: 24 Palms

All other rules are the same as in Normal mode.



Advanced mode (2-5 players)

Looking to spice things up? Let's add another suit!

Setup a game the same way as described in Normal mode with the following exceptions:

In Step 3 of setup, use Advanced mode reference cards.

In Step 4 of setup, use all three suits:
24 Palms, 24 Dolphins and
24 Sunglasses

All other rules are the same as in normal mode.

ADVANCED	
①	Palms 1/1
②	Dolphins 3/3
③	Sunglasses 1/1
④	Mixed* 8/8
⑤	Palms 1/3
⑥	Dolphins 2/4
⑦	Sunglasses 5/7
⑧	Mixed* 8/9

* ANY 2 DIFFERENT SUITS

Advanced mode example hands:



Pam



Kira



Bill



Bill wins the trick by playing a 3 palm and a Wild palm. He declared that the wild card was another 3, giving him Twin Palms!



Pam



Kira



Bill



When only one player has played a pair, they win! Pairs always beat no pairs.



Pam



Kira



Bill

Kira could have won this trick by making her wild a 3, but she wants to dodge it. She also doesn't want Bill to win, so she makes her wild an 8, creating a tie with Bill which cancels both their sets. Pam wins the trick.

Extreme mode (2-5 players)

Buckle-up for the most extreme Twin Palms experience!

Setup a game the same way as described in Normal mode with the following exceptions:

In Step 3 of setup, use Extreme mode reference cards.

In Step 4 of setup, use all three suits: 24 Palms, 24 Dolphins and 24 Sunglasses

Extreme mode has the highest number of ranks because the suits of the cards played matters when mixed pairs or mixed no pairs occur. The strength of these plays follows the same logic as the strength of the suits: Palms > Dolphins > Sunglasses

All other rules are the same as in normal mode.

Extreme mode example hands:



When mixed pairs are involved, always look at which suits were played first. In this case, Kira's 2 Palm card is all it took to win the trick.



If you are trying to lose a trick, don't make the same mistake Pam did here. While Sunglasses are the weakest suit, two 0's still counts as a pair!



Everyone wants to lose the trick here. While Bill and Kira's hands might look the same, Bill wins because of the 1 Palm he played.

EXTREME		
PAIR	1 Palms	11
	2 Dolphins	33
	3 Sunglasses	44
	4 Mixed -	55
	5 Mixed -	77
	6 Mixed -	88
NO PAIR	7 Palms	13
	8 Dolphins	24
	9 Sunglasses	57
	10 Mixed -	13
	11 Mixed -	52
	12 Mixed -	79

GAME BY *Kristi B.*

ART BY *Eric Hibbeler*

GRAPHICS BY *Charlie Bink*

Special Thanks to Cynthia Bruce, John and Terry Binkele, Audra and JP Clayton, Eric Slauson, Daryl Andrews, Richard Borg, Tom Lehmann, Marcus Ross, Bill Bruce, Robert Bruce, Don Bruce, Dan King, Greg and Stephanie Dickson, Mike Belsole, Mike Mihealsick, Alex Cutler, Brett Kitani, Matt Yeager, Randal Lloyd, Jaylynn Henderson and to the many people we met at game conventions and retreats. Your inspiration and encouragement made Twin Palms happen.

BID	EXACT POINTS
1	
2	
3	
4	
5	
MISSED BID =  PER TRICK	

O BID	
MISSED O BID	= NOTHING