

Get Peared

Designed by Cayla Risinger

4 players

Pieces:

- Get Peared Deck
 - 12 cards in each suit numbered 1-12
 - Suits are Concorde Pears, Asian Pears, Green Anjou Pears, and Red Bartlett Pears
 - Numbers 9-12 have gold borders and accessories
- Round tracker for standard and modified versions
- Reference card for scoring and rounds
- Score sheet

Introduction:

For players familiar with card games, this game can be described as a trick taking card game with trump similar to games like euchre or whist. However, there are a few game mechanics unique to this game.

Here is an introduction to the different terms common in games like this one:

Deal: Passing out an equal number of cards to each player

Dealer: Person that passes out the cards

Player's Hand: The cards that a player is dealt at the beginning of each round, kept hidden from the other players

Hand: Can also refer to one round of play (ie playing through all the cards in a player's hand)

Trick: A set of cards where each player has placed one card, won (or **taken**) by the highest card on the trick

Lead: The first card played on the trick, played by the person who won the previous trick

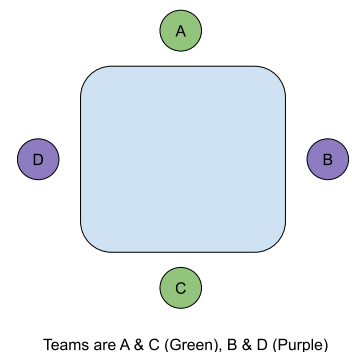
Trump: One suit that has a higher value than all other suits (ex: with Concorde as trump, the 3 of Concorde beats the 5 of Red Bartlett)

Following Suit: When one suit is led, players are **required** to play the same suit if it is possible for them. A card can only win the trick if it is the same suit as the card lead or if it is a card in the trump suit

Since this game is played with four players and a 48 card deck, each player will have a **hand** of 12 cards to them at the beginning of each round.

This means that each round will have 12 **tricks** played out.

This game is also played with partners so that the people sitting on opposite sides of each player are partnered with each other (ex: if players are sitting in a circle in order a, b, c, d; a and c are partners, b and d are partners).



How to Play:

(It is recommended that players read the scoring guide before playing a round as that will greatly affect strategy)

1. Shuffle all cards in the deck
2. Place the round indicator over the Concorde Pear (first one on the left). This indicator will move right each round.

3. First dealer is the last person to eat a pear. Dealer deals 12 cards to each player
4. Players choose 2 cards from their hand to pass to their partner (determined so that players are on alternating teams around the table)
 - a. Players cannot look at the cards their partner passed them before choosing their own cards to pass
 - b. Players pass the cards face down and do not show the other team what cards they passed
5. Player to the left of the dealer plays down one card (the lead for the first trick)
6. All following players also play one card, following suit (playing the same suit) if they are able
7. The player with the highest value card of the suit led, or the highest trump card wins the trick and takes it for their team
8. Upon winning the trick, that team places the trick next to any previous tricks won and leaves all cards that score points in the gold border or pairs categories (as described below) face up to be scored later
9. This player then leads the card for the next trick, with each player again playing one card
10. This process is repeated until all 12 cards in each player's hand have been played
11. At the end of each round, players score the round for their team
12. Players play 4 rounds, with the dealer rotating to the left and the trump suit changing as described above in step 2, moving the round marker accordingly

Scoring:

There are four different categories that teams can get points in.

1. **Tricks:** Each team will get 1 point for every trick they take

2. **Gold Border Cards:** Each team will get one point for every **non-trump** gold border card they won on a trick
3. **Pairs:** Each team will get two points for every pair (two cards of the same value) that they won on a trick
 - a. Our playtesters reported an increase in enjoyment and satisfaction when they called out "Get Peared!" upon creating a pear, especially in the final round of the scoring variation
 - b.
4. **Extra/Bonus:** At the end of the round, each team will get one point for every trick with 3+ point scoring cards on it, or for having all four of one value face up on their board

Scoring Variation:

Once players feel comfortable playing with the above scoring and rules, they can add in more complex scoring. This will make the strategy of the game different and hopefully add interest to anyone that is comfortable with trick taking games.

This variation works by having a different point modifier each round.

Round 1 (Concorde): Each trick taken is worth -1 point instead of +1

Round 2 (Asian): Each pair taken is worth 4 points instead of 2

Round 3 (Green Anjou): Each trick taken is worth +2 points instead of +1

Round 4 (Red Bartlett): Each pair taken is worth -2 points instead of +2

Note: In round four, pairs don't contribute to the count of 3+ cards face up at the end of the round for extra points.

The scoring for the gold border cards and extra points remains the same as the previous scoring rules.

To help with scoring at the end of the round, place any cards contributing to negative values sideways.