

Who Done Trick Rules Summary

Play the same number of rounds as players. At the end, the player with the most points wins!
Each round proceeds as follows:

1. Preparation Phase
 - a. Shuffle the cards and distribute evenly among all players. If playing with 3 players, place one card face down on the field.
 - b. Each player chooses one card from their hand and places it face down on the field. Mark them with one of that player's cubes to indicate they have been seen.
2. Trick-taking Phase (Stealing Stuff)
 - a. 1st player in 1st round is holder of Black 1; 1st player rotates left each round.
 - b. Must follow; Low card of lead suit wins.
 - c. Keep collected tricks face up so all can see numbers.
 - d. Players can check 1 card on the field and mark with a cube for each 2nd trick won.
 - e. Play tricks until everyone has one card left in hand, then move to next phase.
3. Reasoning Phase (Making Accusations)
 - a. Starting with the lead player for this round, each player may announce if their last card is a Detective (4). This is not mandatory.
 - b. If a player reveals themselves as a detective, they may choose one other player and say "You are the phantom thief!"
 - c. The accused person will reveal their last card.
 - i. If the detective is correct, they score 5 pts and the thief loses 5 pts.
 - ii. If the detective is incorrect, they lose 5 pts and the accused gains 5 pts.
4. Alibi Determination Phase (Value of Goods)
 - a. The lead player for the round chooses one of the 4 cards on the field.
 - b. Reveal the chosen card as well as the last held card of players that have not been revealed in the previous phase.
 - c. Anyone who reveals that they held a Phantom Thief (5) card and were not accused can now use that card as a wild alibi card. The player holding the card chooses what color and number it is.
 - d. Positive points will be scored for cards that match a set of two or more color(s) and number(s) from the 4 or 5 cards revealed in this phase.
5. Score Calculation Phase

Calculate scores as follows:

If 0 tricks taken: -2 points x # of players (-6 for 3 players, -8 for 4 players)

Detective who caught a thief: +5 points
Detective who made false accusation: -5 points
Thief who was caught: -5 points
Falsely accused by detective: +5 points

+1 point for each card taken that matches set of 2 or more colors from alibi
+(card number) pts for each card matching set of 2 or more numbers from alibi
*If both conditions are met, only the greater one applies

-1 point for each other card taken in tricks