

Game Design Document: Sueca (Physical Card Game)

1. Game Overview

Name: Sueca

Type: Trick-taking card game

Players: 4 (2 teams of 2)

Duration: 30-45+ minutes

Age Range: 10+

Complexity: Medium

Materials Needed: Standard card deck with some cards removed(8, 9, 10, jokers), in total should be 40 cards

2. Components

The compositions of a game of Sueca, its mainly, the standard deck, with the necessary cards removed(8,9,10 and jokers), usually there is a score sheet were one of the players will be tracking the game points of each team

The set up of the table, is usually on a place where the 2 teams sit across from their teammate, and the game is played clockwise

3. Setup of the game

Remove the mentioned cards, 8s, 9s, 10s and jokers, there are several ways to shuffle, cut the card and dealing with the cards, it normally depends on preferences, normally on of the players shuffles the cards, a different one cuts the deck and the third one deals the cards, this is made to maintain a sort of clarity with all the players in the game The person who deals the card can do it in several ways, first of all, they should deal a card to themselves, either from the top or the bottom, that first dealt card will be the one to determinate the trump suit, after getting that card, the dealer has to deal the other players either in rounds of 3 card to each one, or directly 10 to each one This ensures that every round, the dealer, the shuffle and the cut are all different, preventing the use of shuffle tricks

4. Gameplay Rules

4.1 Card Values

Card	Points
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Ace	11
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Seven	10
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King	4
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Jack	3
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Queen	2
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Others	0
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Total points per round: 120

4.2 Playing a Trick

The game is started by the person on the right of the dealer, having to play a card of their choice, the next players are obligated to follow the suit if possible

If the player does not have the suit, they have to either lose their possibility to get the round by using a different suit or using the trump suit to win the hand, it all depends on the game plan

The highest card that was set on the table is the one who wins, unless a trump card is played, and if several trump cards are played, it follows the first rule of the highest score winning

4.3 Winning a Round

Both teams need to collect all the winning hands, and at the end of a round, when all the cards have been played, they will count the points that they have on their team

The team that collects 61 or more points win a point, if the team that scores, has 91 or more, their team receive 2 points, if both teams have 60, its a draw either no points to neither of the teams, or a point to each other

4.4 Winning the Game

Before hand, the winning goal should be set by all the players, normally a best of 5 or more, if they want longer matches they can add more.

The team that reaches the final score is the winner

5. Team play, Strategy & Mind games

This is where the core part of the Sueca is set, this card game is a team based game, so the teams should know how their partner think, act and play the game

Normally the strategy of the players should be to get as much points are possible in the beginning, the luck is a key factor on this game

If a team has a lot of high scoring cards, they might want to use them as fast as possible, but if the team does not have trump cards, then the strategy and the logical play will change accordingly to the round

Then there are several mind games that the players can do, these can be verbally, bluffing, lying, baiting, whatever the players choose, everything is valid, as long as they don't actively cheat, like using extra cards, or having knowledge of the enemy cards

Before going into a Sueca match, the player can decide and practice several movements, expressions or other things, to in a way, communicate with the team

6. Betting

Usually, Sueca is played on a casual and fun environment, but it can always turn into a betting oriented game

This variant of the casual Sueca, can still exist on that environment, having just a small fee for every round or game, but it can also be played in a real-life betting cenario

6. Variants

Sueca Italiana: Played with different scoring or card values.

Sueca Brasileira: May include regional rule tweaks.

Solo Sueca: 1v1 variant with adjusted rules.

7. Design Notes

Theme: Traditional Portuguese culture

Packaging: Include rulebook, score pad, and themed card design

Accessibility: Use large print cards for visibility