





## FOLD

led the trick wins the trick, unless a trump card is played. Then the highest card in the trump color wins the trick.

**OBJECT:** Be the player with the highest score by accurately bidding on the number of tricks you will win per round.

**SETUP:** Choose a player to be scorekeeper and write the names of the players along the top of the score sheet (see attached score sheet). Choose someone to be the first dealer. Then the cards are shuffled and 10 cards are dealt to each player. After each round, the player on the dealer's left becomes the new dealer.

**DEAL:** In the first round, each player is dealt ten cards. In the second round, each player is dealt nine cards. In the third round, each player is dealt eight cards, then seven cards, etc., until the tenth and final round when each player receives only one card. After the deal, the remaining cards are placed face down in the middle of the table to form the Trump Pile. The top card from this stack is turned over and placed on top of the pile. This card determines the trump color for the current round. If an Action Card is turned over, continue to turn over cards until a colored card is revealed.

**BIDDING:** After the players have sorted their cards by color and value, they consider how many tricks they plan to win this round ranging from zero to the total number of cards in hand. Bidding begins with the player to the dealer's left. Each player states aloud his bid.

*Note: It is possible for the total number of bids from all of the players to exceed the number of available tricks. The score keeper writes the bids on the score sheet.*

### PLAY:

- 1) The player to the left of the dealer leads with a card from his hand by placing it face up in the center of the play area. Play passes to the left.
- 2) All players in turn, must lay down one card face up from their hands into the center of the play area.
- 3) Each player **MUST** follow suit. If it is not possible to follow suit, the player may play any card from his hand including a trump or action card.
- 4) When all players have played one card, the trick is complete.
- 5) The trick is won by the highest numbered card of the lead suit. But, if any trump cards are played in the trick, the trick has been trumped, and the highest trump card wins the trick.
- 6) The player who wins the trick gathers the cards played and places them in a separate pile face down to help keep track of the number of tricks won.

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7) The player who won starts the next trick by leading with a card from his hand. *(Note: The first card of a trick may be an Action card. The second card played in a trick begun with an Action card may be any other card. The first color or Wild Rage card played will determine the lead suit of the trick. If only Action cards, not including Wild Rage, are played, the first card played in the round wins the trick.)*

**RULES FOR USING ACTION CARDS:** A player may **ONLY** play an Action card if they cannot follow suit or they are leading. Action cards do not belong to any of the six suit colors.



• **OUT RAGE:** When this card is played, the trump card on the trump pile is turned face down. There is no trump for this trick or the rest of this round! Any trump cards played in the trick are counted as normal color cards. The player who played the highest card of the color that led the trick wins the trick. Future tricks are played without a trump color until a Change Rage card is played.



• **BONUS RAGE:** The winner of the trick which includes this Action card has five points added to his score at the end of the round.



• **CHANGE RAGE:** When this card is played, the player immediately searches the Trump Pile and places a new color card of his choice as the trump color on top of the trump pile. The new color must be a different color than the previous trump. The new card determines the trump color for this and any further tricks. The previous trump color is no longer valid for this trick.



• **MAD RAGE:** The winner of the trick which includes this Action card has five points subtracted from his score at the end of the round.



• **WILD RAGE:** When the Wild Rage is played, the player must announce what color it will be. The selected color may be the trump color. Wild Rage is considered to be the highest value of the color it is called out to be. If both Wild Rages are played in a single trick and are called the same color, the second Wild Rage is considered to be of a lower value than the first.

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### EXAMPLE OF PLAY:



TRUMP



PLAYER A'S HAND



PLAYER B'S HAND



PLAYER C'S HAND

In round seven, Player C deals only four cards to each player. Players review their cards to predict the number of tricks they hope to win. Player A announces that he will win two tricks. Player B predicts two tricks. Finally, Player C claims to win one trick. Player A, who is to the left of the dealer, leads.



TRICK 1

Player A chooses to lead with a Blue 15. Player B does not have any blue cards, so may play any card from his hand. Player B chooses to play the Yellow 0 (the trump suit). Currently, Player B is winning the trick with the trump card. Player C plays a Blue 2 because he must follow suit of the leading card (the Blue 15). The trick is now complete and Player B wins (Player B's yellow 0 may be a low value card, but because it is a trump card it still beats the other cards played). Since Player B won the trick, he gets to lead (start) the next trick.



TRICK 2

Player B leads this trick with a Green 10. Player C doesn't have any Green cards and may play any card from his hand. Player C plays the Change Rage card. At which point, Player C searches through the Trump Pile and places a Red card on top of the Trump Pile as the new trump suit. Player A has to follow with the Green 12 (matching the suit that led). Having the highest value card of the suit that was led, Player A wins this trick.



NEW TRUMP SUIT

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TRICK 3

Player A leads the third trick with the Bonus Rage card. Seeing as the trick was led with an Action card, Player B can play any card from his hand. This will determine the lead color for this trick. He plays the Orange 7, which is currently winning the trick. Player C trumps the Orange 7 with a Red 15. Player C wins the trick and will lead the final trick. Player C will note that he received a Bonus Rage card for winning this trick.



TRICK 4

Player C leads with his last card, an Out Rage Action card. Immediately, the red trump card is turned over to indicate that there is no trump for the rest of the round. Player A lays down the Yellow 5 card. Player B follows up with a Wild Rage card. Noting that there is not a trump color any more, Player B declares that the Wild Rage card is of the same color that was led, yellow, and wins the final trick. (Recall that the Wild Rage is considered to be the highest value of the color it is called out to be).

With all of the cards played, the round is now complete. The players count up the numbers of tricks they won: Player A won one trick, Player B won two tricks and Player C won one trick (a trick that included a Bonus Rage card which will give Player C a five point bonus).

**SCORING:** After all tricks in the round are completed (the players no longer have cards in their hand), the round is scored. Each player receives points as listed below:

- +1 point for each trick won.
- +5 points for each Bonus Rage Action card in the tricks won.
- 5 points for each Mad Rage Action card in the tricks won.
- +10 points for correctly predicting the exact number of tricks they would win.

*Exception: Only +5 points for correctly predicting that they would win zero tricks. +0 points for failing to correctly predict the number of tricks they would win. The total number of points is recorded on the score sheet.*

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