

Loose Adaptation of rules based on generated text and also inspired by other trick taking games:

Deal/Bidding

The dealer shuffles and deals out 13 cards to each player which makes up each players "foundation pile"

Each player flips 4 cards face up in front of them and draws three cards into their hand.

The player to the left of the deal starts the bidding phase in which they make a bid both determining the trump suit for the round and making a bet for how many tricks they think they can win in the game. Each subsequent player (clockwise direction) can also make a similar bid but it must be higher than the previous bid in both card number and suit (with the suit order being agreed upon by the players e.g. clubs < diamonds < hearts < spades).

If a player does not wish to make a higher bid, they can pass and can no longer make any further bids. Whoever has the highest bid after everyone else passes becomes the "differ" and every other player becomes an "ender".

Objective

The goal of the game is then set for each player with the "differ" trying to reach the number of tricks established by the winning bid, and the "enders" trying to stop the "differ" from reaching this amount.

Play

Based on the bid, the selected trump suit will remain in place for the game.

The "differ" selects a card either from their hand or the face up cards and places it in the middle designated as the "stock pile." The suit of the initial card played becomes the "tocan" suit. Then in clockwise order each other player does the same with a single card from either their hand or from the face up cards that matches the "tocan" suit. If they do not have a card that matches that suit, they can play any other card.

After each cards has been played, whichever player played the highest numbered card of the "tocan" suit wins the round and collects the set of cards as a "trick". However in the case that one or more players played a card of the trump suit, the highest card of the trump suit would win that round.

Example: Trump suit is hearts and the differ plays a King of clubs from their face up cards making clubs the "tocan" suit for this round. Ender 1 plays a 3 of clubs from their hand and Ender 2 plays a 7 of clubs from their face up cards. Ender 3 does not have clubs in neither their hand nor face up cards so they choose to play a 4 of hearts from their hand. Even though the toucan suit is clubs and the differ played the highest clubs, since Ender 3 legally played a

hearts, which is the trump suit, Ender 3 takes the trick. Had Ender played a spades or diamond which is neither the trump suit nor the toucan suit, the differ would take the trick.

Whoever won the trick gets to start the next round and play a new card, establishing a new toucan suit for that round. (The trump suit remains the same for the whole game).

After a round, if a player has no more face up ards, they must flip over 4 more cards from their foundation pile (or as much as possible if they do not have enough cards). Additionally, if a player has no more cards in their hand, they draw 3 more cards from their foundation pile into their hand (or as much as possible if they do not have enough cards).

Scoring

In total there will be 13 rounds with a trick taken by either the differ or an ender at each round. After all cards have been played, count to see if the differ reached their target goal established in the bidding phase. If so, the differ gets points based on how many tricks they earned. If the differ did not reach the goal, each ender gets points based on how much the differ lost by.

Examples:

1. If the differ bet that they would win 6 tricks and got exactly 6 tricks, they would earn 6 points because they reached their goal and earned 6 tricks. If the differ bet 6 and won 7 tricks, they would earn 7 points.
2. If the differ bet 6 tricks and only won 4 of them, each ender would get 2 points since the differ failed to reach their goal by 2 tricks.

Continue playing games, each time reshuffling, dealing, bidding, establishing new trump suits, etc. until someone get to 18 points or more. At that point, whoever has the most points wins! (there can be ties)

No Trump Variant

As an extra optional rule, during the bidding phase, a player can use "no trump" as the trump suit which, if it becomes the winning bid, means that each trick is won by the tocan suit and there will be no trump suit that can supersede that. In this variant, a bid of "no trump" will outrank all other suits meaning that a bid of "5 tricks no trump" will beat a bid of "5 tricks spades", which normally can only be beaten by a normal bid of 6 or more.