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|  | **Out-Trumped** | } | 2 - 6 |
| \ | Varies |
| Designed by Adam Boudreaux | 6-18~ zP | ] | Easy |

**Equipment**

* 3 Trios of one color per player (used for scoring)
* Zark City cards
* The Color Die

**Overview**

A simple trick-taking game, where it pays to take trump cards...unless you get Out-Trumped.

**Goal**

Whoever reaches 50 points first wins.

**Setup**

Give each player 3 Trios of one color. When you score points at the end of a round, place the appropiate pyramids in front of you, to keep track of your score. The value of the pyramids are:

s= 1 point

m= 5 points

l= 15 points

**Who Starts**

Whoever won or played Zark City last gets to deal first.

**How to Play**

Deal 10-15 cards to each player, depending on how many people are playing.

**2-4 players** - 15 cards

**5 players** - 12 cards

**6 players** - 10 cards

Then, roll the Color Die, to determine what trump will be for that hand. If you roll ?y (wild space), then the dealer gets to look at his/her hand & choose a trump suit. Trump cards outrank all other cards. Therefore, the Ace of Trump is the strongest card in the deck.

Starting with the player on the dealer's left, each player plays a card to the board. All players must follow the suit of the first player's card & play a card higher in rank to the previous card played, if they can. If they cannot, then they play a trump card. If this is also not possible, then they can play any card in their hand.

Once all players have played, the cards are compared & whoever has the highest ranking card, based on the suit that lead or the trump suit, gets to collect all the cards on the board & place them in front of them; this is known as "taking a trick". Make sure to keep each trick you take separate from all other tricks you take for easier scoring later (See SCORING).

Once all player's hands have been exausted, it's time to score your points.

**Scoring**

Scoring is done in two phases: Counting Tricks & Counting Trumps.

**Counting Tricks**

Count all the tricks you took this round; score 1 point, for each trick you have.

**Counting Trumps**

Now, gather all the cards you took & count how many of them are trump cards.

If you have taken the **most trumps**, score 1 bonus point, for each trump card you have. If there's a tie, all players involved receive the bonus. If you're the only player that has trump cards, score 2 points for each trump.

If you have taken the **least trumps**, lose 1 point, for every trump you have. If there's a tie, all players involved all receive the penalty.

All other players score no bonuses or penalties for their trumps.

**how to win**

Once a player acheives a score of at least 50 points or more, they win!

**other notes**

**\*** Having no trumps DOES NOT count as "having the least trumps"; you must have at least 1 trump card, in order to qualify for a bonus or a penalty.

**\*** You cannot have negative points.

**other ways to play**

**\*** If you roll ?y (wild space), then it counts as No Trump, instead of Dealer's Choice.

**\*** Give each player a Mini-Gameboard, to use as a scoring area, to keep the pyramids they've scored in one contained area.

**PLAYING WITH A KITTY**

A "kitty" is a stack of 5 cards, that's dealt to the center of the board before, during, or after everyone's hands has been dealt. Then, all players compete to get the kitty. When they win the kitty, they place all 5 cards into their hand. Then, they discard any 5 cards from their hand that they don't want & remove them from play. The cards can come from the kitty, their hand, or a combination of both. The player will NOT score on discarded cards. There are 2 ways to determine, who will win the kitty.

**BIDDING**

Each player in turn will bid on how many tricks they think they can take this hand. Whoever makes the highest bid, takes the kitty. If they make their bid, they earn an amount of points equal to their bid. If they don't, they lose an amount of points equal to their bid.

**LOW CARD**

Each player shows everyone at the table the lowest card in their hand (remember, trump cards are more powerful than regular cards, so try not to show a trump card, if you can). Whoever shows the lowest card, takes the kitty.

In the case of a tie, whoever showed the lowest card first, wins the kitty.