



# Tweedy Tricksters

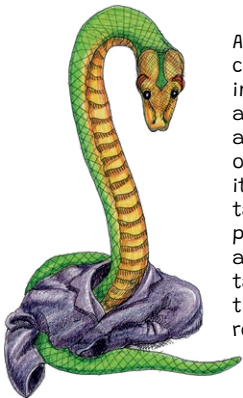


A Card Game by  
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# Tweedy Tricksters

## Introduction

A **Suit** refers to one of the four critters found on every playing card: *Ravens*, *Foxes*, *Rats*, and *Toads*. To **Follow Suit**, play a card matching the animal of the player who led, facing it towards the center of the table. When all players have played a card, this is called a **Trick**. How many tricks you take in a round determines the points you gain for the round.



# Components

- 20 Playing Cards
- 8 Score Cards
- 4 Suit Cards
- 4 Partner Cards
- 1 Dealer Card



**Number of Players:** 4

**Game Length:** 30-45 min.

Opening set-up

# Setup

Each player receives a pair of score cards. Arrange these cards initially so that no points are visible. Determine a first player and give them the deck of 20 playing cards and align the *Dealer* card with the arrow pointing to the dealer.

# The Game Round

Each round takes place over two phases, the *Drafting Phase* and the *Trick Phase*.

## Drafting Phase

### (1) The Dealer

Deal each player 3 cards, which they hold in their hands, and then place the remaining 8 cards **face-up** in the center of the play area.



### (2) Right of the Dealer

Starting with the player to the right of the dealer and continuing clockwise, draft cards from the center, one at a time, until all are gone. Leave drafted cards **face-up in front of you** until the Trick Phase.

### (3) Left of the Dealer

Draft one of the four Suit cards. Then going clockwise, each player drafts one of the remaining suits. Each player may **lead only the suit they draft** for the entire round.



### (4) Across from the Dealer

Hand out both pairs of *Partner Cards* to the players of your choice to determine partners for the round.

At the conclusion of each round, the *Dealer* card passes to the left and a new round begins with that player as dealer.

## Trick Phase

- In each round, *the dealer* leads first. The leading player plays one card, orienting the card so that the suit matching their *Suit Card* **faces the center** of the table. Continuing clockwise, each player plays a card **following suit**. After everyone has played a card, each pair of partners **adds the value** of their cards. The higher sum wins that trick. If there is a tie, the partnership who **did not lead** takes the trick.
- Whoever played the **highest value card** of the winning partnership then leads the next trick with the suit of **their Suit Card**. If there is a tie amongst partners who just led, the same leader continues. If there is a tie for the highest value card played amongst partners who *did not lead*, the player **nearest clockwise** from the last leader becomes the new leader.

- After all 5 tricks, players score based on the number of tricks their partnership has taken:

<b>0</b> Tricks:	<b>0</b> points
<b>1</b> Trick:	<b>0</b> points
<b>2</b> Tricks:	<b>1</b> point
<b>3</b> Tricks:	<b>2</b> points
<b>4</b> Tricks:	<b>2</b> points
<b>5</b> Tricks:	<b>3</b> points

*So each trick you take either adds a point to your own total or denies a point from your opponents.*



## Score Cards

When the game begins, cover one score card completely with the other. As you earn points, reveal the stars corresponding to your score by realigning the top card.

## End of the Game

After everyone has been dealer once, make a *target score* by **adding three to the current highest score**.

When the target score is reached, the game ends.

**Victory is shared by the two highest scores.** If there is a tie for second, the player in first takes sole victory.

