

Trickster [2-7 players | Ages 10+ | 15 minutes]

Overview of the Cards

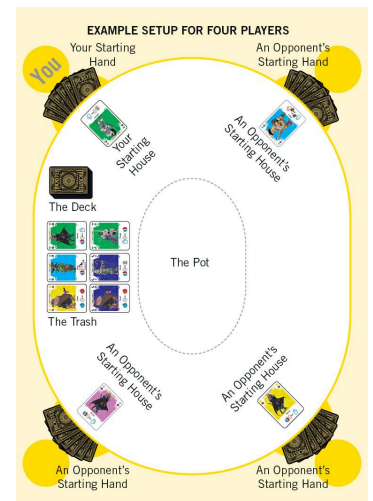
Each Trickster set has 49 cards, with seven heroes that each have a special effect on play. A hero appears seven times in the deck, each time with a different suit: Red Heart, Orange Triangle, Yellow Square, Green Plant, Blue Star, Indigo Moon, and Violet Quatrefoil.

Goal of Play

The goal is to have the fewest cards at the end of the game. If a player has more cards of a suit than any other player, they ignore those cards!

Setup

1. Clear the center of the play area: the **“Pot.”**
2. Shuffle the cards. Place cards face-up to the side of the play area: the **“Trash.”** For two or three players: 7 cards; four-to-six players: 6; seven players: 5. Be sure the Trash is visible and accessible to all players.
3. Deal cards to each player's **hand**. For two or three players: 7 cards; four-to-six players: 6; seven players: 5.
4. Set the remaining cards as a face-down **deck** beside the Trash.
5. Once cards are dealt, each player chooses and reveals one card from their hand at the same time, placing it face-up in the area in front of themselves: their **“House.”**
6. To begin, the oldest player takes the role of **“Leader.”** The player to their left is the **“Trickster.”**



How to Play (3-7 Players)

The Leader takes the first turn and **must** play **any** one card from their hand to the Pot. Turns proceed clockwise from the Leader, so the Trickster takes the second turn. The Trickster **must also** play **any** one card from their hand to the Pot. Thereafter, on each subsequent player's turn, they **must** play a card face-up from their hand to the Pot, but **must also** obey the pattern set by the Trickster, as described below.



Different hero and Same suit: Each player must play a card of the same suit. Example: *Bob the Leader plays a Yellow Bard. Jan the Trickster plays Yellow Druid. Each subsequent player must in turn play a Yellow card.*



Same hero and Different suit: Each player must play a card of the same hero. Example: *Bob the Leader plays a Yellow Bard. Jan the Trickster plays Blue Bard. Each subsequent player must in turn play a Bard.*



Unique: Each player must play a unique card. Example: *Bob the Leader plays a Yellow Bard. Jan the Trickster plays an Orange Druid. Each subsequent player must in turn play a card without repeating a hero or suit already played.*

Each player continues taking turns, legally playing a card from their hand to the pot. There is no “passing” of turns. Each player continues taking turns.

- If you **can** legally play a card, then you **must** play a card.
- **If you cannot legally play a card**, play pauses. You must collect the cards from the Pot, adding them face-up to your House.
- **If each player legally played one card**, play pauses. The Trickster must collect the cards from the Pot, adding them face-up to their House.

In either case, the player who collected cards becomes the next Leader, playing a new first card to the Pot. The player to their left is the new Trickster, establishing a new pattern for subsequent players to follow.

Two Player Mode: There are slightly different rules of play for two players. You and your opponent continually take turns until either of you cannot legally add a card to the Pot. If you cannot, you must collect the cards from the Pot into your House as in the normal game. However, you do *not* become Leader. Instead, your opponent becomes the Leader and you become the Trickster.

Card Effects

When you play a card, you must resolve that hero’s effect immediately. However, if it is impossible to legally resolve the effect in its entirety, then you must ignore the effect. The effects are detailed on pages XX and XX.

End of Game

When any player is left with no cards in-hand after someone collects the cards from the Pot, they are referred to as “**Out.**”

4-7 players: When any player is out, that ends the game. Proceed to scoring.

3 players: After the first time any players are out, continue as follows: Any cards in a hand, a House, or the Trash remain in place. Deal out cards to each player’s hand from the deck until each player has a full hand of seven cards. Continue playing as normal. Whoever most recently collected cards from the pot is the Leader. The *second* time any players are out, that ends the game for 3 players. Proceed to scoring.

2 players: After the second time a player is out, deal out cards again as described above. The *third* time any players are out, that ends the game for 2 players. Proceed to scoring.

Scoring

Before scoring, each player must add any cards remaining in their hand to their House, face-up. Whoever has fewest cards in their House wins! If you have more of a suit than any other player, ignore cards of that suit when scoring your House. (You must have more than any other player, so ties do not count.)

If final scores tie, the tied player with fewest *actual* cards wins. Still tied? Fewest red cards wins, then orange, yellow, green, blue, indigo, or violet.

Mixing Sets

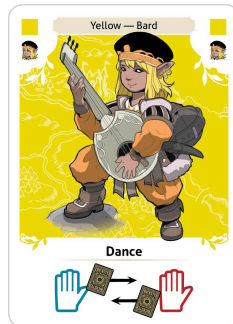
Each Trickster set is designed as a standalone game, but two or more sets can be combined to customize the game for your group's tastes!

Basic Mix: Swap heroes between sets, but be sure to stay at a 49-card limit with 7 different heroes and suits. Be sure to include all 7 cards featuring a new hero.

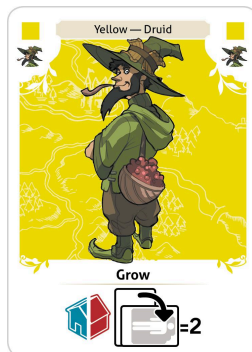
Epic Mix: Begin with a Basic Mix. Starting with the third player, add three complete heroes for each additional player. This lets 3-7 players play out three complete cycles of play just like the two-player game. Please note that in this mix, each color appears *more* than 7 times.

Trickster: Fantasy ([Download PnP PDF](#))

This is a good introductory set with some easy-to-understand effects for each hero.



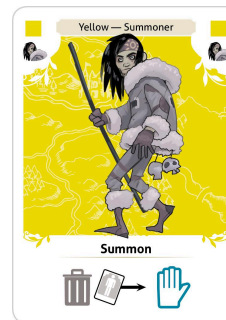
Bard — *Dance*: Choose an opponent who still has any cards hand. You each simultaneously exchange one card from your hands. (Your opponent chooses which card to give to you. You choose which card to give to your opponent. Neither of you sees the card you're given before deciding which card to give away.)



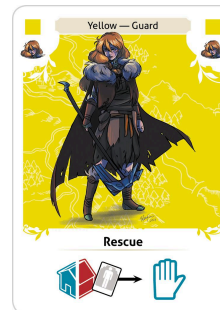
Druid — *Grow*: Turn an upright card in *any* player's House sideways. It counts as two cards of the same suit during scoring. (It remains turned unless it is taken into a hand or added to the deck, at which point it turns upright again. The Druid cannot turn a card upright again.)



Mage — *Vanish*: Move a card from *any* player's House to the Trash.



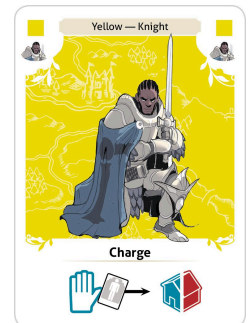
Summoner — *Summon*: Take a card from the Trash into *your* hand.



Guard — *Rescue*: Take a card from *any* player's House into *your* hand.



Rogue — *Sneak*: Move a card from your House to an opponent's House.



Knight — *Charge*: Take a card from *your* hand and add it to *any* player's House.

Trickster: Tianxia ([Download PnP PDF](#))

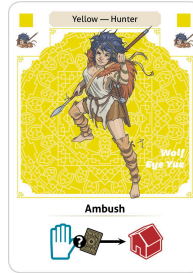
This set features characters from the Wuxia role-playing game [Tianxia](#). It plays faster than other sets, with effects that will force players to empty their hands very quickly.



Nun — Donate: Whoever has the most cards in hand must give a card of their choice to another player of your choice. (If more than one player ties for most cards in hand, you choose the player who will donate their card.)



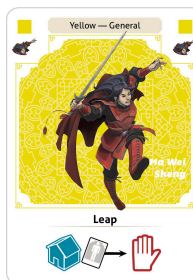
Brute — Toughen: Turn a card in the Pot sideways. That card counts as one more card of the same suit when scoring. (It remains turned unless it is taken into a hand or added to the deck, at which point it turns upright again)



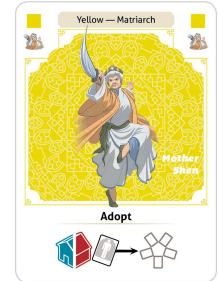
Hunter — Ambush: Choose an opponent. They take a random card from your hand and add it to their House. (Your opponent should not be able to see which card they are taking from your hand.)



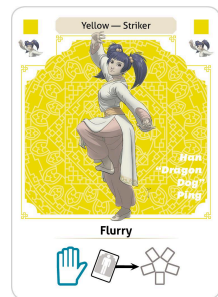
Detective — Investigate: Reveal two random cards from an opponent's hand to all players. (You should not be able to see which cards you've chosen before they are revealed.) Take one of those cards into your hand. Give the other card to any opponent's hand. (That may be the same opponent or a different opponent.)



General — Throw: Move a card from your House to any opponent's hand.



Matriarch — Adopt: Add a legal card from any player's House to the Pot, but do not resolve that card's effect.



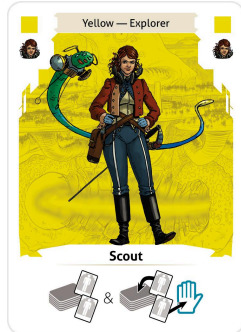
Striker — Flurry: Add a legal card from your hand to the Pot, but do not resolve that card's effect.

Striker/Matriarch Notes:

- If you play Matriarch or Striker as the first card in the Pot and perform their effect, you take on the role of the Trickster.
- Remember: If there are ever seven cards in the Pot but all players have not yet taken a turn, the Trickster takes the cards from the Pot.

Trickster: Symbiosis ([Download PnP PDF](#))

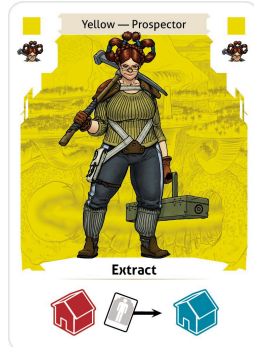
This set features characters from Stephen Sanders' biopunk book [Symbiosis](#). This is a thoughtful and strategic set, with plenty of opportunities to manage the cards in your hand.



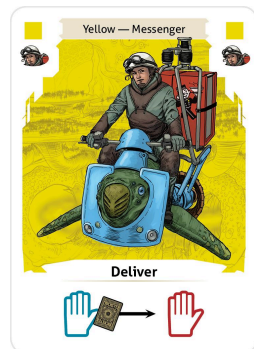
Explorer — Scout:
Reveal to all players the top two cards of the deck. Take one of those cards into your hand. Return the other card to the top of the deck.



Shuttle — Submerge:
Take the top card of the deck into your hand. Then, put any card from your hand on top of the deck.



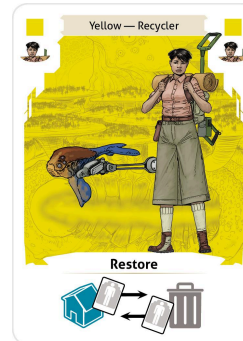
Prospector — Extract:
Move a card from an opponent's House to your House.



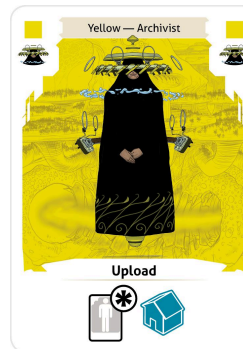
Messenger — Deliver:
Move a card from your hand to an opponent's hand.



Container — Quarantine:
Move a card from an opponent's House to any opponent's hand.



Recycler — Restore: Exchange a card from your House for a card from the Trash.



Archivist — Upload: Use the effect of any card already in your House.

[[Brainstormed List of Effects:

https://docs.google.com/document/d/1SxAYOr-WgUQCc-gXf0r50PANKOJXK_XHMGLrUbSQEkQ/edit?usp=sharing]]