

## Paradox (Coco rating: intra-team: 2.5, extra-team: -2.5)(Learning: moderate)

### Cooperation Panorama: Combined (Four player trick-taking game)

#### Interaction: Two Competing Teams of 2 (4 players total)

In this game, two teams of two players work against each other, trying to get the most points.

#### Objective:

In this game, two teams of two collaborating players compete against each other to win pairs of cards. The team gaining the most pairs wins.

**Terminology:** A *Trick* is a collection of cards played face-up on the table, one at a time by players in a clockwise order. The first card played is called the *Lead* card. After a card is led, then every player after that must play an *Acceptable* card to continue the trick.

#### Set-up:

This game uses 80 cards in the deck: all the Singles, all the T/F cards, and 24 Completes (Remove three at random). Deal 20 cards to each of the four players. Teammates sit opposite each other. Each player removes the T/F cards in their hand and places them face down in front of them. All players will know how many T/F cards each player has.

#### Gameplay:

The game plays much like a traditional trick-taking game. The player to the left of the dealer leads a card and the other three players play one card on the trick in turn. Whoever leads the trick, wins the trick. After a trick, the lead goes to the player on the left. There are 3 types of leads for a trick: Completes, Singles, and T/F cards.

When a player leads a Complete the other three players are required to play the three Singles that correspond to the characteristics of the Complete. Each player must play a Single that matches one of the characteristics (no duplicates can be played). When this happens, the trick is discarded. (See below if a player cannot play a card)

When a player leads a Single, the other three players are required to play cards in such a way that it makes a valid set – three Singles from three different categories and the matching Complete card.

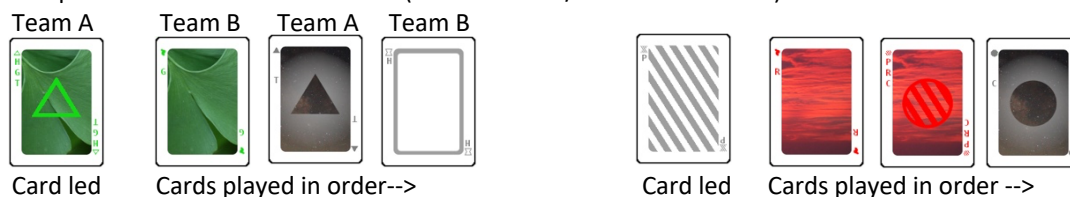
A player can ONLY lead a T/F card when they are out of all other cards. When a T/F card is led, then there are no constraints on which cards can be played. The next player could play a Single, Complete, or even another T/F card. If a Single or Complete card is played, the trick proceeds as if that card was led. The player who led the T/F card still wins the trick, but after another card has been played, players must follow the rules of playing a required card.

If a player cannot play a required card, they have two options, they can play an unrelated Complete card on the trick (called sloughing) or they can play one of their T/F cards from the table.

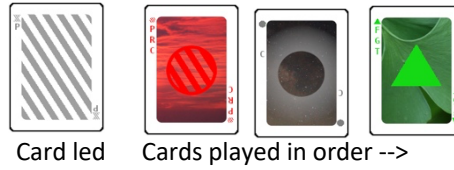
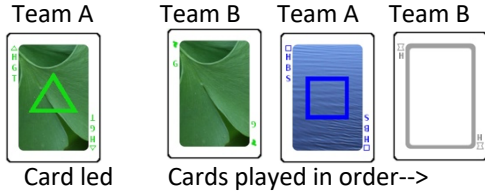
#### Game End:

Since all players get the same number of cards and they all play one card per trick, the game ends after 20 tricks have been played. Whichever team has the most PAIRS of True and False cards (a pair: 1 True and 1 False) is declared the winner. If the teams are tied, whichever team won the first T/F card is the winner.

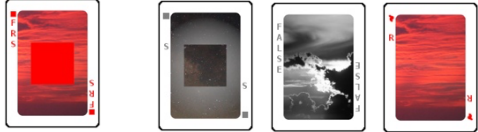
Examples of tricks that are discarded (there are no T/F cards in the trick):



Examples of tricks that had a Complete card sloughed. In both cases the player could not play a required card.



Examples of tricks that were led with Completes or Singles that contain T/F cards:



Leads a card so that their partner can play a T/F card.



Opposing team could not follow and could not slough.

Examples of tricks that were led with a T/F card (player had to be out of all other cards)



Complete played second, others must follow if possible.



This trick gets three T/F cards for the team that led.



All players had only T/F cards left.

Note: When a player has an option to play any card, they should slough Completes to the other team, and pass T/F cards to their partner. If a player is forced to pass a T/F card to the opponents, it is best to give one of the same kind as they already have.

End of Game: Team A wins because it has 2 pairs of T/F cards and Team B only has one. The total number of T/F cards does not matter.

Team A:



Team B:



Reminder:

The two rules to be aware of once some player has only T/F cards left:

- 1.) No one can lead a T/F card while they have any other cards.
- 2.) Once a T/F card is led, there are no restrictions on what can be played on the trick. Players can play Singles, Completes, or another T/F on it. Once something other than a T/F card has been played, all subsequent players must follow any restrictions that card invokes. If it is a Complete, any subsequent Singles must match it.