

Under the Radar (Coco rating: -2.0)(Learning: Moderate)

Cooperation Panorama: Competitive (Avoid taking tricks, trick-taking game)

Interaction: Competitive (3 to 7 players)

In this game, players work individually against each other, trying not to take any of the tricks.

Objective:

Take the fewest tricks. Player with most tricks, loses. The player with the fewest tricks wins. Can keep score over multiple rounds. Score one point for each trick taken; lower scores are better.

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. If a player cannot play an acceptable card, they play an unacceptable one and the trick ends.

Set-up:

This game uses all the Singles and enough Complete cards to make the deal come out evenly. The T/F cards are not used. (3 & 7 player games use all 27 Complete cards, 4, 5 & 6 player games use 24 Complete cards. In this case, randomly select 3 Complete cards and remove them from the game). Shuffle the Singles and Completes together and deal out an equal number of cards to all players. The player to the left of the dealer leads the first trick. If playing multiple rounds, remove three different Complete cards and the player with the highest (worst) score leads. If tied, the closest one clockwise from the last person who led will lead.

Gameplay:

Whoever leads takes one card from their hand and plays it face-up in the center of the table. Each player in clockwise order, must play an acceptable card on the trick. This continues around the table until someone cannot play an acceptable card. The act of playing a non-acceptable card “wins” the trick. Unlike most trick-taking games, a trick does not end when all players have played one card on it. A trick may end before everyone has played, or a trick may go around the table multiple times before someone wins it. Tricks will contain different numbers of cards, but all tricks, regardless of size, count the same. Whoever wins the trick leads the next one.

Playing an Acceptable Card:

If a Single was led, the players must play either:

An exact matching Single (If Red was led, more Red Singles can be played)

-or-

A Single from a different category

(If Red was led, and no Shape or Pattern Singles have been played then any Shape or Pattern can be played. If Red was led and a Square Single has been played, but no Pattern Single, then another Red or another Square Single can be played or any Pattern Single.)

-or-

A Complete card that matches all Singles that have been played so far.

If a Complete card was led, the players must play either:

A Single that matches a characteristic of the Complete card (multiple identical Singles can be played on the same trick).

-or-

Another Complete card that matches TWO characteristics with the Complete card led as long as it meets the criteria specified below. (See Matching Completes and Closed Categories below).

Matching Completes:

If two Complete cards are played on the same trick, they **must** match two characteristics, but they **will** clash on the third. Here two examples: in the first case, the Filled-Red-Triangle has been led. The Filled-Green-Triangle can be played because it matches in both Pattern (Filled) and Shape (Triangle). It clashes in color (Red, Green). The second case is also acceptable because the Hollow-Blue-Square has already been played and now the Hollow-Blue-Triangle can be played because it matches in Pattern and Color.



However, the pairs below are not acceptable because the second Complete played does not match the previous card played in two categories:

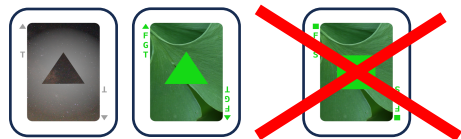


The first pair matches in only 1 category: Pattern (Filled). The second pair do not match in any category.

It is not enough that two Completes match in two categories for them to be acceptable. There also cannot be any Singles from the clashing category already in play. For example, if the first card played is Filled-Green-Triangle, then the Filled-Green-Square can be played. If Filled Singles or Green Singles are played first, it can still be played.



But, if a Triangle Single had been previously played, the Filled-Green-Square could not be. This is because the Square portion of the Complete card conflicts with the Triangle Single that has already been played.



When matching Completes are successfully played, the clashing category is *closed*, and no Singles from that category can be played on this trick.

Closed Categories: When two Completes are played on the same trick, the clashing category is now referred to as *closed*, and no Singles of that type can be played on the trick. See examples below:

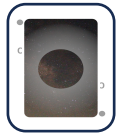
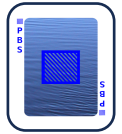
After a Partial-Blue-Square has been played, a Hollow-Blue-Square can be played. They match in color and shape, but clash in Pattern. This means that the Pattern category is closed. Not Hollow, Partial, or Filled Singles can be played on this trick.



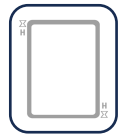
The only Singles that can be played on this trick are Blue and Square. The Filled-Blue-Square can also be played on this trick because it is the only other card in the deck that matches the same two categories (color and shape) and clashes on the third (pattern).

Here are examples of tricks played:

Card Led:



Single led



Next cards played.



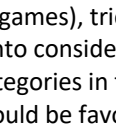
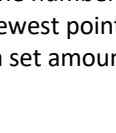
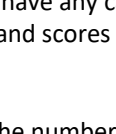
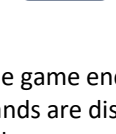
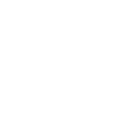
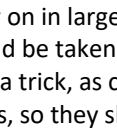
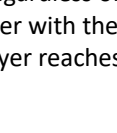
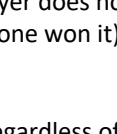
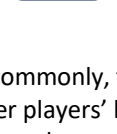
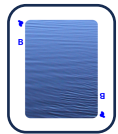
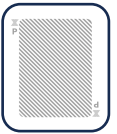
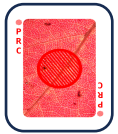
Color is closed



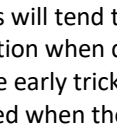
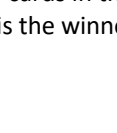
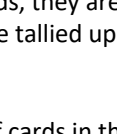
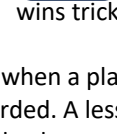
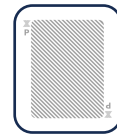
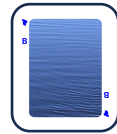
wins trick (presumably this player had very few cards to consider playing)



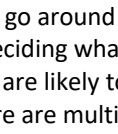
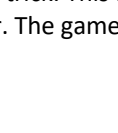
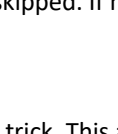
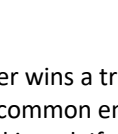
Shape is closed



wins trick



wins trick



Game End:

The game can end in two different ways. Most commonly, the game ends when a player wins a trick with the last card from their hand. All cards remaining in other players' hands are discarded. A less common ending is when no players have any cards left. If on their turn a player does not have any cards, they are skipped. If no players have any cards left, the current trick is discarded (no one won it), and scores are tallied up.

Scoring:

Players get one point for each trick they took, regardless of the number of cards in the trick. This amount is added to the totals from the previous rounds. The player with the fewest points is the winner. The game can be played for a specific number of rounds, or until one player reaches a set amount.

Strategies:

When playing with lower player counts (or early on in larger games), tricks will tend to go around the table and players will likely have multiple turns. This should be taken into consideration when deciding what to lead. If possible, plan for multiple options in playing on a trick, as categories in the early tricks are likely to get closed. Completes are more difficult to play than Singles, so they should be favored when there are multiple options.