

RAGE

(English. See page 4 for rules in german)

Players: 3-8 Players

Gametime: ~ 45 Minutes

The Game

Each player receives a specific number of cards in their hand per round. In turn, players must play a card onto the table. A player wins by having their card beat the others', and they take the won cards (the trick) for themselves. After ten rounds, the game ends, and the player who could most accurately predict how many tricks they would receive per round wins the game.

Cards

The game contains **96 color cards** in six different colors (blue, green, red, yellow, purple, and cyan) with values from "0" to "15". The highest card is the "15", the lowest card is the "0".

There are also **16 action cards** (2 x "Joker", 4 x "No Trump", 4 x "New Trump Color", 3 x "+5" and 3 x "-5". See "Special Rules of the Action Cards").

Preparations

One player volunteers to note the plus and minus points of the players on a score sheet. First, he enters the names of the players on it. Then he shuffles all 112 cards and gives each player ten cards for the first round in hand. After each round, the dealer changes clockwise.

How to play

1) Dealing the cards

In the first round, each player is dealt ten cards. Each card can win a trick. So, a player could potentially win ten tricks in the first round. In the second round, nine cards are dealt to each player, allowing for a maximum of nine tricks. This pattern continues, with eight cards dealt in the third round, then seven cards, and so on, until in the tenth round, each player receives only one card.

The cards that are not dealt in each round are placed face down in the center of the table as a stack. The top card is then turned over and placed openly next to the stack. **This card determines the trump suit for that particular round.**

„Trump“
A trump card is a card of the trump suit. It wins against any card of a different color.

If the overturned card is an action card, the top card from the stack is repeatedly turned over and placed next to the stack until a color card appears.

2) The Prediction

After players have sorted their cards by colors and values, each player considers how many tricks they will win in this round. In turn, each player provides their estimate as a prediction to the player with the score sheet. The process begins with the left neighbor of the dealer. The predictions are recorded on the score sheet.

		Player names	
	Player	Ava	Liam
Number of cards in this round	Cards		
	10		
	9		

Tricks predicted this round

Tricks won this round

Points won or lost with action cards

Points won or lost this round by prediction

Total points this round

Before the first trick, the predictions should be reviewed for everyone once again.

3) The Tricks

What is a trick? Each player takes turns playing a card into the center of the table. These cards collectively form a “trick.”

„Serving“
The player must play a card that matches the same suit as the first card in the trick.

The player to the left of the dealer plays a card for the first trick. The other players follow in clockwise order. The first card played determines the suit for that trick. **Players must play a card of the same suit if they have one.** If not, they can play any card of a different suit, use an action card, or play a trump card.

Trumping

If a player doesn't have a card of the led suit, they can play a card of the trump suit (the color of the card next to the stack) and thereby win the trick. If multiple trump cards are played in a trick, the highest trump card wins.

WHO WINS THE TRICK:
The highest card in the initially led suit, if no trump is present in the trick, or the highest card in the current trump suit.

The won tricks must be placed separately from each other so that it is always recognizable how many tricks a player has already won. The winner of a trick opens the next trick by playing a card.

When all players no longer have cards in their hand, the round is scored (see 4) The scoring of a round).

SPECIAL RULES OF THE ACTION CARDS

If a player does not have the color of the first card played in his hand, he can also play an action card. The action cards do not belong to any of the six colors.



„+5“: The winner of the trick that contains this action card gets five plus points at the end of the current round.



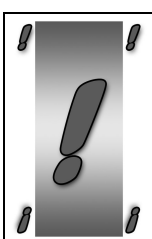
„-5“: The winner of the trick that contains this action card gets five minus points at the end of the current round.



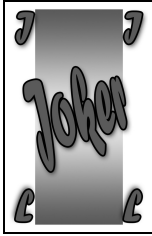
„No Trump“: If a player plays this action card, the card next to the stack that shows the current trump color is immediately turned over. If there are already trumps in the trick, then they count as normal color cards. The trick is received by the player who has placed the highest card in the first color played in the trick.

Example: Red is the trump color. Ava starts and plays a yellow “8”. Liam follows with a red “4” (trump). Ethan plays the action card “No Trump”. The trump card next to the stack is immediately turned over. Red is no longer a trump color. Ava receives the trick because she was the first to play a color and her card is the highest yellow card in this trick and no trumps apply.

After the trick, the top card from the stack is turned over again and placed on the card that determined the previous trump color. If the turned card is an action card, then the process is repeated until a color card appears. The new color card now determines the trump color of this round.



„New Trump Color“: If a player plays this action card, the top card from the stack is immediately turned over and placed on the card that determined the previous trump color. If the turned card is an action card, then the process is repeated until a color card appears. The new color card determines the trump color for the current trick and the rest of this round. The previous trump color is therefore no longer valid in the current trick.



„Joker“: Whoever plays a joker card must announce a color that applies to the joker. The chosen color can also be the current trump color. The Joker is the highest card of the chosen color in the trick. If the current trump color is not chosen as the color for the Joker, then any card in the current trump color is higher than the Joker. If both jokers are played in one trick, the second joker is higher than the first.

Attention: The first card of a trick can also be an action card. If a trick is started with an action card, then any card can be played as the second card. The first color card or a joker determines the color that must be served. If only action cards without a joker are played in a trick, then the first action card played wins the trick.

4) Scoring a Round

If all tricks of a round have been awarded (the players no longer have cards in their hand), it is scored.

- For each trick won, a player receives one plus point.
- For each “+5” card in his tricks, the player receives five plus points each.
- For each “-5” card in his tricks, the player receives five minus points each.
- If a player’s prediction matches the number of tricks he has won, he receives ten plus points.
- If a player’s prediction does not match the number of tricks he has won, he receives five minus points.

The plus and minus points received by each player are noted on the scoring sheet.

Player	Ava		Liam		Ethan		Zoe					
Cards		3	3		0	1		2	2		7	4
10	8	10	-5	1	-5	5	12	10	-	-1	-5	-

Example for the first round with ten cards:

Ava had predicted three tricks and also got three. Her prediction has come true. She receives ten plus points for this, plus she gets three plus points for three tricks. Unfortunately, she received the action card “-5” in one trick, these five minus points are deducted from her 13 plus points. She receives eight plus points for this round ($10 + 3 + “- 5” = 8$). Liam’s prediction did not come true (-5). In his trick was the action card “+5”. For the trick he receives one plus point. So Liam won one plus point in this round ($-5 + “+5” + 1 = 1$). Ethan’s prediction, to get two tricks, has come true (+10). He receives two plus points for the two tricks. In this round he makes twelve plus points. Zoe’s prediction did not come true (-5). For her tricks she receives four plus points. So Zoe has earned a minus point in this round.

End of the Game

The game ends after ten rounds. The last round is still scored. Then the results of all ten rounds are added up for each player. The player with the highest score wins.

Variants

Plus/minus One: As before, the predictions are openly passed on to the player with the scoring sheet. However, the number of tricks predicted by all players must not match the number of possible tricks. For example, if there are 5 tricks in a round, then the players must predict more or less than 5 tricks in total.

Hidden Tip: All players first write their predictions secretly on a piece of paper. When everyone has tipped, the tips are openly passed on to the player with the settlement sheet before the start of the round. This leaves each player completely unaffected by the tips of his competitors.

Secret Prediction: All players write their predictions secretly on a piece of paper. Only when the round is over are the tips revealed. So it is also unclear during the round how many tricks each player wants to win.

Breakthrough: If a player has won all tricks of a round, he receives 2 plus points for each trick, instead of just one point. This does not apply in the last round, where there is only one trick.