

Rules for 3 Players

PACK TRICKS

3-4
15m
8+

This is an expansion set that adds a single "Automa" player, allowing *Packtrix* to be played with three players. The Automa is a solitary wolf named "Alpha."

Additional contents

• Alpha's Turn Card: 1

• Alpha's Pass Card: 1



Game Setup

Place the "Alpha's Turn Card" between any two players. This indicates that Alpha is seated at this position and is participating in the game.

1. Round Setup

1. Determine the dealer for the round. The dealer for the first round is chosen randomly; for subsequent rounds, the player to the left of the previous round's dealer becomes the dealer (Alpha does not become the dealer).
2. The parent shuffles the cards thoroughly face-down and deals them out evenly to each player and near the "Alpha's Turn Card" to form hands. Only the player who receives the cards may look at their hand.
3. Arrange all the team cards in the center of the play area (collecting them first, if necessary).
4. Add "Alpha's Pass Card" to Alpha's hand, shuffle the cards face down, and reveal them one by one. Place the cards in the order they were revealed, aligned left to right by color. "Alpha Pass Cards" are also considered to be one color. Next, rearrange the cards so that the cards with higher numbers are at the top of the colored rows.



2. Playing a card

A player's turn proceeds in the same way as in the base game.

On Alpha's turn, play one card from Alpha's hand according to the "Alpha's Turn Card." In some cases—such as when Alpha is leading the trick or does not hold a card of the lead suit—an "Alpha's Pass Card:" is played instead.

• If Alpha leads:

Play the card with the lowest number in the leftmost color from Alpha's hand.



• If the dealer is leading and Alpha has the lead color:

Alpha plays the lowest numbered card of the same color as the lead color from their hand.



• If the dealer is leading and Alpha does not have a lead color:

Alpha plays the highest numbered card of the rightmost color in their hand.



Alpha does not perform the action "B.Take one Team card." Instead, Alpha takes one Team card when the "Alpha Pass Card" is played. Since the "Alpha's Pass Card:" has neither a number nor a color, playing it does not make Alpha the winner of the trick.

If "Alpha's Pass Card" is played:

- ① Add up the number of tricks Alpha has won up to that point and the number of trump cards remaining in his hand.
- ② Determine the priority order for taking team cards based on the instructions on the "Alpha's Pass Card."
- ③ If the Team Leader card is among the available team cards, Alpha prioritizes taking the Team Leader card.

For example, if Alpha has won 1 trick and has 2 trump cards remaining, for a total of 3, look at the "2+" column in "Alpha's Pass Card". Alpha selects the High Bid card first if any remain; if not, the Middle Bid card; and finally, if neither is available, the Low Bid card. In this case, two High Bid team cards remained. Since there are two High Bid team cards, Alpha chooses the one belonging to the team leader with the higher point value.



Once everyone, including Alpha, has taken their turn, the winner is determined in the same way as in the case of four players.

The round ends when everyone has played all their cards and each player has taken one team card.

3. Scoring

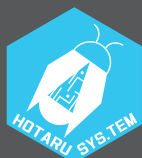
Players calculate their scores in the same way as in a four-player game.

A player on the same team as Alpha earns the lower score listed on the team card if the combined number of tricks taken by themselves and Alpha matches the total specified on the card.

Alpha also earns points from the team card if the bid is met; however, Alpha does not incur a penalty for taking the "4" card.

End of game

The game ends after a number of rounds equal to the number of players. At the end of the game, the player (or Alpha) with the highest total victory points wins. In the event of a tie, the victory is shared.



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イラスト ● momouno/ モモーヌ

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