

パックトリックス

PACK TRICKS

4
15m
8+

Overview

Pack Tricks is a bid-and-team trick-taking game where players choose a team during each round and work together to achieve a target number of tricks.

Components

- 28 Play card
(4 colors, numbered 1–7 each)



- 5 Team cards
(2 High, 2 Low, 1 Middle)



*You will also need to prepare either chips or a notepad and pen to keep track of scores for each round. If using chips, distribute approximately 10 points' worth to each player at the start.

Game flow

The game ends after a number of rounds equal to the number of players has been played. The player with the highest total score at the end of the final round wins. Each round proceeds by carrying out the following three steps in order:

1. Round setup 2. Playing a card 3. Scoring

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.

2. The dealer thoroughly shuffles the play cards (hereinafter referred to as "cards") face-down and deals them equally among the players. Only the player who receives the cards may look at them.

3. Place all team cards (collecting them if necessary) in the center of the table.

2. Playing a card

Each player takes turns playing one card, and a series of mini-games called "tricks" are played to determine the winner. Each round begins with the dealer taking the first turn.

① Playing a trick

Starting with the active player, each player chooses to perform either action "A" or "B." Players proceed in clockwise order, and once everyone has taken their turn, the winner is determined.

A. Play one card.

Place one card from your hand face-up in front of you. Playing a card at the start of a trick is called "lead", and the color of the first card played is known as the "lead suit". If other players have a card of the lead suit in their hand, **they must play it**. If they do not have a card of the lead suit, they may play any card.



Example: If the lead is a Green 2, you must play a Green card from your hand if you have one.

B. Take one Team Card. (Each player must do this only once per round.)

Take one team card from the center and place it in front of you. The player who takes the team card aims to win the number of tricks specified on the card, **either alone or as a pair**.

You can take a team card even on the first turn of a trick. You can also take a team card even if you hold a card of the lead suit in your hand. The player who took the team card does not win the trick because they did not play a card.

Each player must perform this action exactly once per round. If a player already possesses a team card, they cannot take another one. Nor can they take a team card that another player has already claimed (they may only take team cards remaining in the center).

There are three types of team cards: "High Bid," "Middle Bid," and "Low Bid." There are two cards each for "High Bid" and "Low Bid," and one of each is a higher-scoring team card (the Team Leader).

HIGH BID			
Team Leader			
Total Tricks	5	6	
Score	10vp	13vp	

Team Leader			
Total Tricks	5	6	
Score	10vp	13vp	

HIGH BID			
Member			
Total Tricks	5	6	
Score	8vp	11vp	

Member			
Total Tricks	5	6	
Score	8vp	11vp	

If the lead player does not play a card, the color of the next card played becomes the lead suit. If the next player also does not play a card, the color of the card played after that becomes the lead suit.

② Winner of the trick

Yellow cards are "trump cards" that are stronger than the other colors. If a trump card is played, the player who plays **the highest-ranking trump card wins**.

If there are no trumps, the player who plays **the highest card of the led suit wins**.

The winner collects all the cards played in the trick, stacks them face-down, and places them nearby to keep track of the number of tricks won.

The winner becomes the lead player for the next trick. If all players perform action B ("Take one team card"), there is no winner. In this case, the lead player from the previous trick remains the lead player for the next trick.

Lead



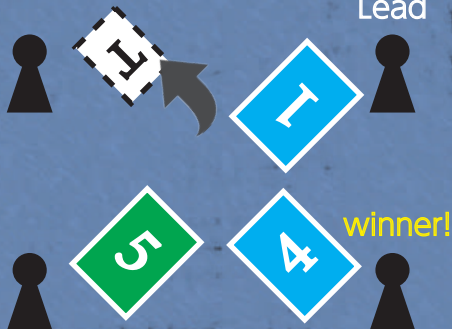
Example 1: Since there is a trump card, the player with the highest trump card—the yellow 4—is the winner.

Lead



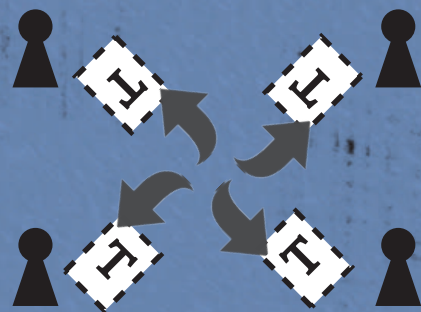
Example 2: Since there are no trump cards, the player with the highest card of the lead suit—the Green 5—is the winner.

Lead



Example 3: The lead player took the team card. The lead is the next player's Blue 1. The player with the highest Blue 4 among the lead color wins.

Lead



Example 4: Since everyone took a team card, there is no winner. The lead for the next trick remains with the player who led the previous trick.

Each player holds one team card; the round ends and scoring takes place at the conclusion of the trick in which a player runs out of cards in their hand.

3. Scoring

Each player earns the following victory points. Record the points earned using chips or notes. After scoring, begin again from "1. Round setup" to play the next round.

① Team scoring goal

- If two players hold the same team card (High Bid or Low Bid), and the combined number of tricks taken by both players **matches** the total number of tricks specified on the team card, each receives the corresponding score listed below it. The scores differ for the "Team Leader" and the "Member".
- If only one player has taken a team card, they receive the points shown below if their own number of tricks **matches** the total number of tricks listed on the team card.

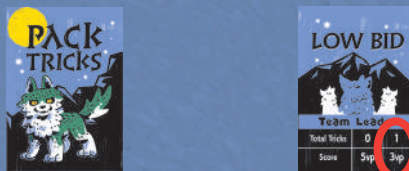
Example 1: Two players took "High Bid" with a combined total of 5 tricks.

Team leader: 10 points, Member: 8 points



Example 2: A player took a "Low Bid" alone, with 1 trick.

As the team leader, he gets 3 points.



Example 2: A player took a "Middle Bid", with 4 trick.

It does not match, so the score is zero.



② Penalty points from "4" cards

Players who acquire a "4" card will lose 1 point for each card they collect. This penalty is not shared with the team; it applies only to the player who acquired the 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 with the highest total victory points wins. In the event of a tie, the victory is shared.



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