Tricky Twist

the DICE TOWER SEAL OF EXCELLENCE

Under the title Short Zoot Suit

by **TAYLOR REINER**

◆ *10 years and up*
◆ *3—4 players*
◆ *25 minutes*

WHY IS THIS GAME GREAT?

In *Tricky Twist*, losing tricks can often be more important than winning them. If you manage to retrieve the card you played, it comes back to you face up as a "false trick." To multiply your victory points (⭐), you must not only balance the number of tricks and false tricks you have but also optimize the cards you've transformed into false tricks. For example, you might try to align all your false tricks into a perfect sequence of values. Simply devilish...

SIT DOWN!

COMPONENTS

65 cards:

- ■ 48 *Number* cards:
  - ◆ 12 ◯ cards, including one ⚡ card,
  - ◆ 12 ✳ cards, including one ⚡ card,
  - ◆ 12 ▮ cards, including one ⚡ card,
  - ◆ 12 ◖ cards, including one ⚡ card.
- ■ 9 *Scoring* cards
  (a scoring reminder is on the back of each one);
- ■ 8 *Bonus* cards:
  - ◆ 4 *Permanent Bonus* cards,
  - ◆ 4 *Variable Bonus* cards.

## Anatomy of a Number Card

The **value** of the card.

The **suit** of the card, associated with:
- ■ a symbol,
- ■ a color,
- ■ a design.

SETUP

Shuffle the *Scoring* cards and place them in a face-down pile next to the play area. Reveal the top card.

Arrange the 8 *Bonus* cards nearby. Make sure the 4 *Variable Bonus* cards match the revealed *Scoring* card's face. Flip them as needed according to the chart below:
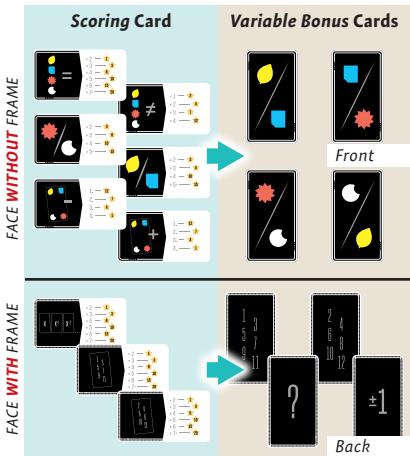
Randomly choose the first player.

Round Preparation

1. *Skip this step during the first round!*
   Reveal the top *Scoring* card from the pile and place it **on top** of the previous round's card.

2. *Skip this step during the first round!*
   Set up the 8 *Variable Bonus* cards, making sure that their visible sides correspond to the revealed *Scoring* card (with or without a frame, see page 3).

3. Shuffle the 48 *Number* cards and deal the same number face down to each player to form their hand of cards. Players may look at their own hand but must keep it hidden from others.

4. Each player **selects** 5 cards from their hand, shuffles them, and places them face down nearby as their *Reserve* pile. This pile cannot be examined during the game.

Round Play

The First Card

The first player selects a card from their hand and places it face up in the center of the table.

Subsequent Cards

Clockwise and **in turn**, choose and add, face up, a card from your hand to the one(s) already placed at the center of the table. As soon as there are as many cards as there are players, the turn ends.

Rules for Playing Cards

If possible, you **must** always play a card from your hand belonging to the **same suit** as the one played by the first player, regardless of its value, even if the previous players were unable to follow this rule.

If you cannot play a card from the same suit, you may play any card of your choice.

Sam
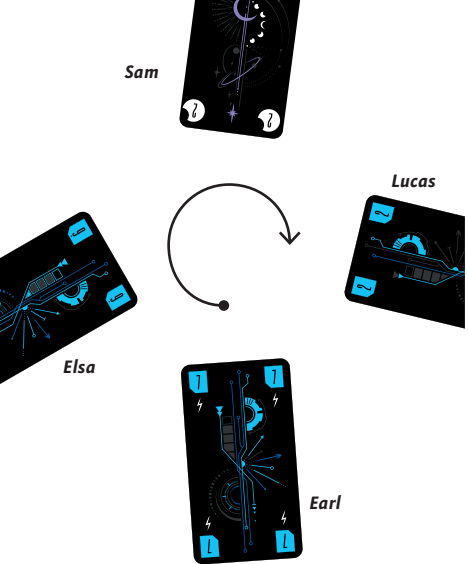
Lucas

Elsa

Earl

Example: Earl, the first player, plays the 7 ▉ card. Elsa, if able, must also play a card from the same suit; she plays the 9 ▉ card. Sam, having no cards from this suit, she chooses to play the 2 ☾ card. Finally, Lucas, if he can, must also follow this suit; he plays the 2 ▉ card.

Trick Resolution

If you played the highest value card in the suit of the first card, you collect **all cards of that suit only** from the center of the table (if you are the first player, it is possible that you only get your own card back).

The card or cards thus collected constitute a "trick." Place it **face down** in front of you, keeping it separate from any other tricks.

If you didn't play a card from the same suit as the first card, retrieve your card and place it **face up** in front of you. These are called "false tricks."

During the game, tricks and false tricks you collect must remain separate in front of you (this will be important for end-of-round scoring).

The 7 Cards

Cards with a value of **7** feature the icon ⚡.

If you collect a card with a value of **7** (through a trick or a false trick) during the *Trick Resolution*, you may take a *Bonus* card from those available. The effects of these cards are explained on page 10.

If multiple **7**s are collected during the same turn, the players involved each choose a *Bonus* card in turn, clockwise, starting with the player who won the trick.
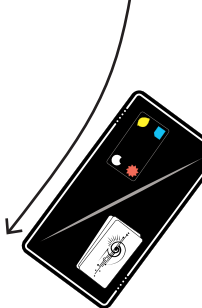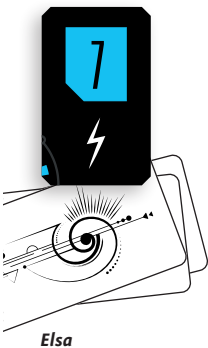
Sam
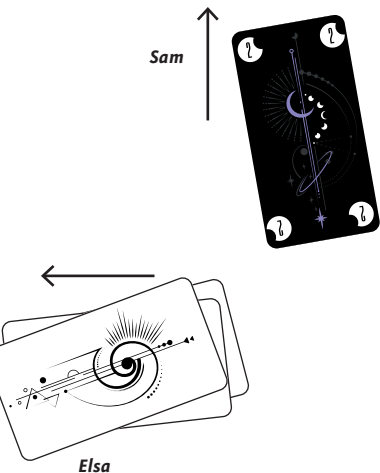
Elsa

Continuing from the earlier example...
*With her **9**◗ card, Elsa wins the trick and collects*
all three cards from ◗ suit. She flips them over
and places the trick in front of her. Sam, having
not played a ◗ card, retrieves her ☾ card and
leave it face up on the table in front of her;
it is now considered a false trick. Earl and Lucas
do not collect a trick or a false trick.

Bonus *card*

Elsa

*Additionally, since Elsa collected a card with a value of **7** in her trick, the ϟ symbol on this card allows her to immediately choose a* Bonus *card and apply its effect (see page 10).*

Bonus Cards

You are not required to use a *Bonus* card.

↓ **Immediate Use**	→ **End-of-Round Use**

Permanent Bonuses

↓ You can immediately take back one of your false tricks into your hand. Remove this *Bonus* card from the game after use or if you choose not to use it.

→ You can flip one of your tricks or false tricks to change its status. If a trick consisting of two or more cards becomes a false trick, choose which card you place on top of the false trick; this card will be considered for the end-of-round scoring.

→ This card counts as either a trick **or** a false trick with no value or suit. Choose its status.

→ Gain 1⭐ at the end of the round for each trick in your possession. The number of cards in each trick does not matter.
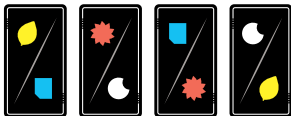
→ These sides all work the same way: each counts as a **false trick**. Choose its symbol from the two available.

→ This side counts as a false trick with an **odd** value from among the listed values. Choosing a 7 does not grant a Bonus card.

→ This side counts as a false trick with an **even** value of your choice from among the listed values.

→ This side counts as a false trick with a value of your choice (1 to 12). Choosing a 7 does not grant a Bonus card.

→ At the end of the round, associate this side with a false trick, allowing you to modify its value by +1 or -1 (minimum 1 and maximum 12).

End of Round

The round ends after a trick is resolved and **a** player no longer has any cards in hand, even if they still have cards in their *Reserve* deck.

If these two conditions are not met, the player who won the trick starts a new turn.

End-of-Round Scoring

Cards left in your hand or *Reserve* deck do not score any points. Score ⭐ for the cards placed in front of you (tricks & false tricks):
- 1 ⭐ per trick
- Each pair of [1 trick + 1 false trick] scores:
  - ◆ 3 ⭐ as a base score
  - ◆ or 5 ⭐ if the number of tricks and false tricks is **equal**.

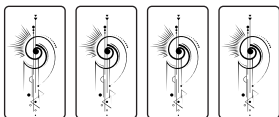Score the ⭐ indicated by the *Scoring* card.

Example: Let's first calculate the ⭐ for tricks and false tricks...
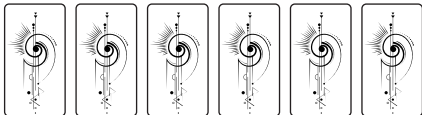
Earl has 1 false trick and 6 tricks. He scores 6 ⭐ (tricks) and 3 ⭐ (1 pair [trick + false trick] × 3 ⭐).
Total: 9 ⭐.
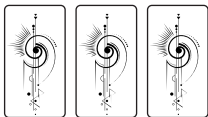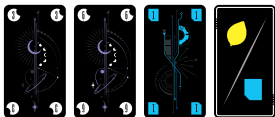
Elsa has 4 false tricks and 3 tricks. She scores 3 ⭐ (tricks) and 9 ⭐ (3 pairs [trick + false trick] × 3 ⭐). **Total: 12 ⭐.**
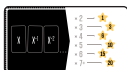

*Sam has 4 false tricks and 4 tricks. She scores 4 ⭐ (tricks) and 20 ⭐ (4 pairs [trick + false trick] × **5** ⭐).* **Total: 24 ⭐.**

Finally, add the ⭐ scored from the Scoring card for the round (see next page).

Scoring Cards

Scoring cards award ⭐ based **only on the <u>false tricks</u>** in front of you.

Score based on the number of cards in your longest sequence (not their value). The order in which you obtained the false tricks and the suit of the cards does not matter.

Example: *If you collected the cards 7 ▮, 3 ◝, 6 ▮, 2 ✳ and 8 ◝, your longest sequence is 6-7-8.*

Score based on the number of cards matching **one** of the two suits shown on the *Scoring* card (your choice). Card values are irrelevant.

Score based on the suit for which you have the most cards. In the event of a tie, score only one suit. ***Example:*** *If you collected the cards 7 ▮, 3 ◝, 6 ▮, 2 ✳ and then 9 ▮, then you score 3 ⭐ for the ▮ suit.*

Score based on the number of suits for which you have at least one card.

Example: *If you collected the cards 7 ▮, 3 ◝, 6 ▮, 2 ✳ and then 7 ◝, you have cards from 3 suits.*
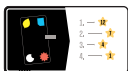
The player with **the fewest** false tricks (but at least one) scores 12 ★, the second scores 7 ★, and so on. Ignore the suits of the cards. In the event of a tie, all tied players receive the same ★.
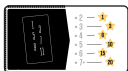

The player with **the most** false tricks (but at least one) scores 12 ★, the second scores 7 ★, and so on. Ignore the suits of the cards. In the event of a tie, all tied players receive the same ★.
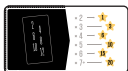
Score based on the number of **even-value** cards you collected. *Example: If you collected the cards 7❚, 3◌, 6❚, 2✹ and 7◌, you have 2 even-value cards.*

Score based on the number of **odd-value** cards you collected. *Example: If you collected the cards 7❚, 3◌, 6❚, 2✹ and 7◌, you have 3 odd-value cards.*

END OF GAME

Play as many rounds as there are players (3 or 4). The player to the left of the one who started the previous round becomes the first player of the new round.

The player with the most ⭐ at the end of all rounds is declared the winner.

In the event of a tie, the victory is shared.