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Tricky Teams

For 3 to 6 Players aged 10 or higher

VIDEO RULES:

TRICKYTEAMS.DE

Do you dare venture into the Tricky Forest? In the shade of the trees gangs of field mice, tree frogs, lizards, and finches are planning their next foray.

But every time one team sets out, a second team attaches itself to its heels and challenges it. Think carefully about which team to join and which ability might help you.

The Mist Witch leads the others astray, the Hypnotist controls his opponents, the Countess tries to bring her silver coins home, and the Thief plans to betray her own team. But maybe everything will turn out differently if the peasants' uprising succeeds. In the end, the strongest team wins the trick and splits the loot. A matter of honor!

Whoever has hoarded the most silver coins after three forays wins!

Content

48 Cards: 40 Teamcards (Field Mice, Finches, Tree Frogs und Lizards each from 1 to 10), two 0-Cards (white flags), six player aids.





Game Setup

4 or 5 players? Remove the two 0-Cards with the white flags and put them back in the box.

Shuffle the cards and deal them out evenly.

The 8s don't have a back side, so they're always visible to everyone.

Whoever has the red 8 in their hand leads the the first trick. They briefly drum on the table, place any card in front of them, and thereby begin the foray (round).





Setup in a game of four

Gameplay

Tricky Teams is a „trick-taking game" in which you form new alliances with each trick. Players take turns clockwise, playing one card face-up in front of them - these cards make up a trick.

After each trick, you collect your loot in your face-down loot pile.





OF COURSE ONLY IF YOU'VE WON SOMETHING. IT'S NOT UNCOMMON TO COME AWAY EMPTY-HANDED FROM A TRICK.

The following are **the Basic Rules**

LEADING THE TRICK:

When you lead the trick, you may play any card face-up in front of you. The color of the card determines which team is participating in this trick. Leave the card in front of you so it's always clear who played which card.

Now the other players take turns clockwise, each playing a card according to the following rules:

CHALLENGE:

When it's your turn and only one color has been played so far (e.g., only blue), you must challenge. That means you must play a card from another color (e.g., green).

If you can't challenge because you only have cards from the color that's already been played (e.g., blue) in your hand, play any card you like.

Note: The obligation to challenge then moves clockwise to the next player.

MOST OF THE TIME, THE SECOND CARD IN THE TRICK WILL HAVE TO CHALLENGE!



JOIN:

When it's your turn and two colors are already on the table, you must join one of the teams. That means you must play a card matching a color already on the table.

If you can't join a team because you don't have any cards matching the colors already on the table, you may play any other color. If someone else's turn comes after yours, that person can now join your team as well! Therefore, it is possible to have tricks with three or even four teams.

YOU ARE NOT ALLOWED TO TALK ABOUT THE CARDS IN YOUR HAND, OR OPENLY ANNOUNCE WHICH TEAM YOU WILL JOIN, NOR ARE YOU ALLOWED TO MAKE ANY SECRET AGREEMENTS.



ONCE YOU'VE PLAYED YOUR CARDS, YOU CAN, OF COURSE, INVITE THE OTHERS TO JOIN YOUR TEAM--WITH NO OBLIGATION. "JOIN THE FROG FORCE!"

SPLITTING THE LOOT:

Once everyone has played a card, the strength of the teams is calculated by adding up the strength of all the cards of each color. Even a single card counts as a team. The team with the highest total is the strongest team and wins the trick!



If two teams are tied, the team that reached that total first - that is, earlier in the trick - wins.

The cards from the weaker teams become loot and are split among the members of the strongest team. **In descending order of the strength of the cards they played, the team members of the strongest team select their loot - that is, they take one card and place it face-down on their loot pile.** If there is any loot left after the distribution, the process is repeated.

Now, all members of the strongest team may take their own played card as loot and place it face-down on their own loot pile.

The player who played the strongest card on the strongest team gets the lead and starts the next trick with any card.

End of a foray

After all cards have been played and the last trick has been scored, count the silver coins on the cards in your loot pile.

Write down your total silver coins.

If this was your third foray, the game ends. Otherwise, shuffle all the cards and deal them out again. The player holding the red 8 in their hand gets the LEAD and starts the next foray.

FORAY	KATRIN	TINA	MARIA
1	18	17	9
2	15	13	16
3			



Practice Round

Is your head spinning yet? Then start by playing a practice round using only the basic rules to get the hang of it. Ignore the text on the cards for now.

If you're playing with **three** or **six** players:
You can always play a white flag with a 0, no matter which colors are on the table.



IF YOU'RE REAL PROS OR HAVE ALREADY PLAYED TRICKY TEAMS, YOU CAN, OF COURSE, ADD ALL THE CARD ABILITIES TO THE GAME RIGHT AWAY.

KOSMOS

Card Abilities

Most cards have an ability. **These abilities always override the basic rules.**
If two card abilities contradict each other, the ability of the strongest card takes precedence.

The ability takes effect when the card is played.

The ability only takes effect if the card is on the strongest team.

The card's ability applies for the rest of the foray.



The **peasants (1) can band together** against the color teams in a peasant uprising.
As soon as a peasant is played, you may always play another peasant when it's your turn.

Peasants can form their own team and are not added together but lined up next to each other; that means two peasants have a strength of 11, and three have a strength of 111.

If the peasants are the strongest team, the LAST peasant played is the strongest, and the second-to-last is the second strongest.

A peasant team wins if there's a tie!



A PEASANT IS IN TWO TEAMS AT THE SAME TIME: THE TEAM OF ITS COLOR AND THE TEAM OF THE PEASANTS. SO IT HAS TWO CHANCES TO WIN.



A **thief (2)** in the strongest team steals **all** the cards from the weaker teams for her loot pile, meaning the loot is not split. The other players on the strongest team therefore only get their own card for their loot piles.

The player who played the successful thief also gets to lead the next trick.

(Note: thieves in weaker teams have no effect!)



A **cook (3)** in the strongest team is placed **face-up** next to your loot pile after the trick is taken. The strength of your other cards in this foray increases by one for each of your own cooks on the table.





THIS DOES NOT APPLY TO COOKS THAT YOU CAPTURE AS LOOT BECAUSE THEY WERE ON A WEAKER TEAM. THESE SIMPLY GO FACE-DOWN ONTO YOUR LOOT PILE!

At the end of a foray, before counting the points, place all cooks that are face-up in front of you onto your loot pile.



If you play a **hypnotist (4)**, you may name a player whose turn comes after yours in this trick and ask them to play a color of **your choice**. That player must play the named color, even if they would normally have to **challenge** or **join.**

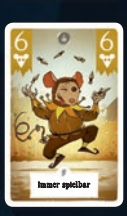
However, if that person does not have the requested color, the basic rules apply.

A HYPNOTIST PLAYED LATER IN THE TRICK CAN OVERRIDE THE REQUEST MADE BY A HYPNOTIST THAT WAS PLAYED EARLIER!



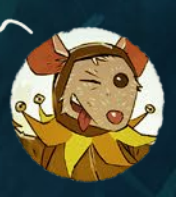


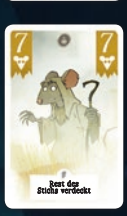
Each **countess (5)** you have in your loot pile at the end of a foray is worth **two silver coins**.



A **jester (6) may ALWAYS be played** when it's your turn.

US JESTERS CAN THEREFORE ALSO ADD A NEW THIRD OR EVEN FOURTH TEAM TO THE TRICK.





As soon as you play a **mist witch (7)**, everyone who plays after you in that trick must play their card **face-down**. A face-down card retains its ability.

As long as there are no face-down cards on the table, you must challenge or join a team according to the basic rules.

As soon as a face-down card is on the table, you may play any card. Since the face-down card could be any color, you may play any color as well!



Drummers (8) only have front sides. They are always visible to everyone.

I'M GOOD AT COUNTERING A MIST WITCH, BECAUSE YOU CAN HEAR MY DRUMS EVEN IN THE THICKEST FOG.





If you're on the strongest team with a **strategist (9)**, you get to choose who gets the lead in the next trick.



IT'S OFTEN ADVANTAGEOUS TO PLAY THE LAST CARD IN A TRICK.



The **brawlers (10)** have no special ability.

BUT I'M REALLY STRONG!





Only in games with three or six players!

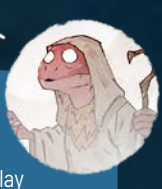
If you play a **white flag (0)**, you stay out of that trick. You don't challenge, you don't join and a white flag in a trick **isn't worth any** silver coin.
You may always play a white flag when it's your turn.

End of Game

After the third foray, add up your silver coins.
The player who has collected the most silver coins wins!
If multiple players have the most silver coins, they share the victory.



AS ALWAYS. OR WHAT DID YOU EXPECT?



READ THE SPECIAL CASES ONLY WHEN QUESTIONS COME UP DURING THE GAME!

SPECIAL CASES

White flag (0) and hypnotist (4): You may not play a white flag if you have a card of the color the hypnotist requested from you.

(Basic rule: If two card abilities contradict each other, the ability of the stronger card takes precedence.)

Peasant (1) and cook (3): The total strength of a peasant team also increases by one for each cook a team member has next to their loot pile.

Example: If two peasants are on a team and have one cook next to their loot pile, their team's strength is 11 + 1 = 12.

Thief (2): A thief in the strongest team gets the lead even if there was only one team and therefore nothing to steal.

Thief (2) and strategist (9): If the strongest team includes a thief and a strategist, the strategist decides who gets the lead.

(Basic rule: If two card abilities contradict each other, the ability of the stronger card takes precedence.)

Cook (3): If there is one or more cooks, you may end up with **two cards of equal strength in the strongest team**. The card played earlier in the trick may then choose a loot card first.

Hypnotist (4) and jester (6): You may play a jester of any color, even if the hypnotist requested something else from you.

(Basic rule: If two card abilities contradict each other, the ability of the stronger card takes precedence.)

Hypnotist (4) and mist witch (7): Even a hypnotist played face-down can request a color from someone who plays after him.

Mist witch (7): If someone accidentally plays a card face-up into the trick after a mist witch, that card loses its color and strength - meaning its strength is no longer considered when determining the strongest team. It becomes loot for the strongest team.

The same applies if someone played a team they were not allowed to play according to the rules when playing the first face-down card.

Example: The first card played is a blue mist witch. The second player then plays a blue countess face-down, even though they should have challenged with a different color! This card is therefore played incorrectly and is not counted for any team. It becomes loot for the strongest team.

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