

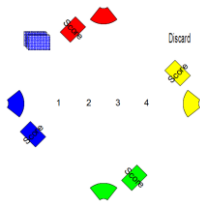


Easter collection

Invented during Easter vacations this game got its working title. Place secret bids for the cards on the table. With the only bid you win, with several bids you may win bigger, or lose your played card too.

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Overview

Easter collection is a game for 2-5 players and is played with a standard deck of 52 cards. The goal is to collect as many cards as possible, cards 2-10=1 point, J-Q-K=2 points and A=3 points. The player with the most points wins the game.

The game

Each game of Easter collection consists of 3-6 rounds, depending on the number of players. The game has 1 deck, 4 positions for the cards on the table and each player has 1 score pile.

Bidding rules

The numbered cards have their normal value when bidding. Aces have the value of 1. The face cards (J-Q-K) have no value of their own but mirror the value of the card being bid for. If two face cards are used to bid for the same card (and no higher bid is placed) then the highest face card wins.

One round

Each round of the game consists of dealing, first bid, second bid and round end.

Dealing

Deal 4 cards to the table. Deal 1 card to each player until all players have 4 cards in their hand. *This is usually 4 cards the first round and 2 cards the following round.*

If the card deck is depleted then this is the last round. If there are not enough cards left to give each player 4 cards, then deal only 1 round so that each player has 3 cards (if even that is impossible, don't deal cards to the players). Discard remaining cards in the deck.

First bid

Play cards

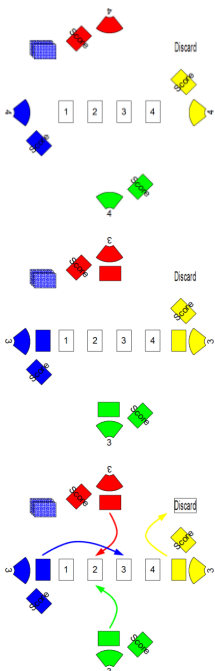
Each player plays 1 card from their hand face down in front of them. *This happens in no particular order, each player makes the play when they have made their decision.*

Place cards

The starting player of the round places his played card, still face down, next to the card he is bidding for. Clockwise around the table the other players do the same. A played card may only be placed to bid on a card of the same suit. If there are no cards of that suit on the table the card is not placed but discarded (face up).

Collect cards

When all the played cards have been placed they are turned face up to determine the result of the bid. Whoever holds the only bid on a card collects this card and the bidding card to his score pile. Whoever holds the greatest bid on a card collects this card, the bidding card and the other bidding card(s) to his score pile.



Second bid

The second bid is played if there are one or more cards left on the table. It is played in the same way as the first bid. *There will always be a second bid in 2-3 player games.*

Round end

The round ends after the second bid. Any remaining cards on the table are discarded. *The round may end after the first bid if all the 4 cards are collected.*

The starting player of the next round is the player to the left of the starting player of this round.

Game end

The game ends after the last round. The players discard the remaining card(s) in their hand.

Scoring

Each player counts points from the cards in his score pile. The numbered cards (2-10) each give 1 point, the face cards (J-Q-K) each give 2 points and Aces are worth 3 points. The player with the most points wins the game.

It is possible to play several games and keep track of the score to determine an overall winner.

Variants

Speed collection

The last player to play a card to the table in the first bid is the first to place it (he will be the starting player of that round). To make this work all players must pick up their dealt hand simultaneously each round.

Secret positions

The four positions of the board are marked 1-4 and players have chips marked 1-4 and a blank chip. Players play 1 card and 1 chip face down each bid and then the cards and chips are flipped over. No placing is needed, as the positions are determined by the chip. The blank chip is for played cards without a matching suit on the table.

Example:

Players play their card (left image) and then place them (right image). Red player has bid a 6 for an 8 at position 2. Green player has bid a Queen. The Queen mirrors the 8 and beats the 6. Green player collects all 3 cards. Yellow have no matching suit on his card and discards his card. Blue is the only bidder at position 3 and gets his card and the board card in his score pile.

