

## Dia de Los Muertos

A card game for 4 players.

The Days of the Dead in Mexico is a 3 day celebration where people remember their dead friends and relatives. Folklore tells us that animals must go back to heaven on Halloween, children must go back on November 1st (All Saints' Day), and adults stay out through November 2nd (All Souls' Day).

Each game consists of three hands, one for each day of the festival. Each player sits across the table from his partner, and scoring cards captured by a team are combined.

**Object of the game:** Each set of 1 Muertos card (rank 4) and 1 Food card (rank 2) is worth one point. The cards paired for scoring need not be taken in the same trick or even in the same hand. The team with the highest score after three hands wins. If there is a tie for points, the team with the most Food cards wins. If there is still a tie, the team with the most Muertos cards wins.

**Setup:** Remove all 2's (Food cards) and 4's (Muertos cards) from the deck. Add a set of 3 Food cards and 4 Animal cards back into the deck, shuffle, and deal all of the cards.

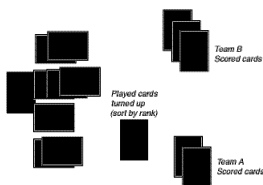
Teams will keep all captured 2's and 4's for the entire game. After each hand, add another set of 3 Food cards and 4 Muertos cards to the non-scoring cards to form the deck (The second round uses 4 Child cards, and the third round uses the 4 Adult cards.)

**Play:** The player holding the 6 Start card leads it to begin the first trick. Players then each play one card in sequence. The highest ranking card wins the trick. If there are multiple cards of the same highest rank, the first played wins the trick. The player winning a trick leads the next trick.

A player may always play a black card onto a trick. (Exception: See **Spoiled** card.) However, only one pink, blue, or green card may be played per trick. (Example: if a pink card and a blue card have already been played, you must either play a black or green card.)

**Discards:** If it is impossible for a player to play a card, he must instead discard any card from his hand. The card is not counted in the trick. If it is a scoring card, it is not claimed by the winner of the trick, and is removed from the game. (Example: You have only 2 green Animal cards in your hand, and the player before you has just played a green 3. You cannot play, and must discard one of the Animal cards.) Non-scoring cards that are discarded are added to the turned up cards (see next section.)

**Collecting cards:** As tricks are completed, Food and Muertos cards are collected and placed faceup next



to one partner. The remaining cards are turned faceup and ordered by rank. This allows players to know exactly which cards have been played.

**Exchanging Gifts:** When a player captures any scoring cards (2's or 4's) in a trick, he must exchange gifts with the opponent on his right. The opponent draws a card randomly from the trick taker's hand and looks at the card. The opponent then gives a card of his choice from his hand to the trick taker (this may be the same card he just took.)

**Card Effects:** Several cards have a special effect when played. The Card Summary explains these powers. Except for the Kill 10, all card effects are resolved as the card is played.

**End of Hand: The hand ends after players have played all 8 cards.**

Each team leaves scoring cards (2's and 4's) taken in this hand faceup. New Food and Muertos cards (3 Food and 4 Muertos) are added to the deck, shuffled and dealt.

**3 Player Variant:** With 3 players, teams change each hand. Players take turns being partnered with a dummy hand against the other two humans. The dummy hand is turned faceup after cards are dealt as in Bridge. Each player scores the Food and Muertos cards taken by his team, but keep separate scores for each player. (You will need to use a sheet of paper and pen.) Scoring works the same way as the 4 player game, simply compare the sums of

Food and Muertos cards collected by each player over the course of the game.

The Dummy's partner makes all play choices for the Dummy. When an opponent exchanges gifts with the dummy, the opponent chooses which card to take instead of drawing randomly.

**Card Power Summary**

Except for the Kill 10, all card effects are resolved as the card is played.

**0 Choose:** Choose this card's color, but it may not be the same color as the Muertos cards in this hand. Announce the color as you play the card.

**0 Ask:** Ask any question about the contents of another player's hand which can be answered by "Yes", "No", or a number.. The question and answer are heard by all players.

**0 Spoiled:** A Food card may not be played AFTER a Spoiled card in a trick. Also, the player who takes a trick with the Spoiled card must exchange gifts, even if no scoring cards are taken.

**1 Swap:** This player and his partner each exchange 1 card from their hands. (Without looking at the received card first.) Ignore a swap played on the last trick of each hand.

**3 Kill 10:** Remove one opponent's 10 at the end of the trick. (This will even cancel a 10 played AFTER the 3.) You may not remove your partner's 10 using this card.