

luz : A Trick Taker for 3-4

In luz you play without seeing your cards' ranks, only their suit!

Deck: 50 Cards, in 5 suits of ranks 1-10, with card backs showing their suit.

Start of a Hand:

- ✦ Deal 10 cards to each player.
- ✦ Each player arranges their cards by suit, then arranges each suit in ascending order from left to right, and puts a HIGH card at the right end.
- ✦ Each player passes these cards facedown to the player on their left.
- ✦ This is that player's hand, they may not look at the card faces, and they play with the card backs facing them.

Bid: Beginning with the Start Player and proceeding clockwise each player states how many tricks they will try to win & takes that many Bid tokens.

- ✦ They may also take one 'And 1' token. *If they do so they can choose whether to count it as a bid or not but score fewer points if successful.*

Trick: Start Player leads, each player, in clockwise order, plays 1 card.

- ✦ They must follow suit. If they can't, they may play any card.

End of the Trick: Highest white card takes the Trick.

- ✦ Otherwise, the highest card of the lead suit takes the Trick.
 - ✦ Winner of the trick leads the next trick.
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Scoring the End of the Hand

- ✦ Each player who didn't take an 'And 1':
 - ✦ If Bid correctly: Scores 40 VP.
 - ✦ If Bid incorrectly: Lose 10 VP for each trick above/below your bid.
 - ✦ Each player that took an 'And 1', decides whether to count it and:
 - ✦ If Bid correctly: Scores 20 VP.
 - ✦ If Bid incorrectly: Lose 10 VP for each trick above/below your bid.
 - ✦ Start Player rotates left.
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End of the Game: At 3/4 players play 6/4 Hands. **Highest score wins.**

- ✦ *If tied, highest score of the last round wins.*
- ✦ *If still tied, player earliest in turn order in the final round wins.*

Note: Scores can be negative and Taken tricks are hidden information.