

TECH DECK

TRICKS OF THE TRADE

TRADING & TRICK TAKING



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45-60 min



2-4



7+

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THE TECH DECK

Playing cards debuted in 9th century China. By 1377, the French used cards with Hearts, Diamonds, Clubs, and Spades. The Tech Deck **MODERNIZES** classic playing cards by depicting 21st century concepts on each card. It is **PORTABLE**: play games anywhere, any time with anyone. It is a **GAME PLATFORM** you can play many games with. The domains (suits) of the Tech Deck are Knowledge (📖), Science (🔬), Technology (🖨️) and Services (👤).

TECH DECK RESOURCES: RULES, VIDEOS

Rules and videos for Tech Grid Poker, Tech City, Tech Exchange, Tech Chess, Gears of Industry, Elevator Pitch, Cardle, Chronological, Peer-to-Peer, Cardoku, Newsworthy & Card Barrage are at cheung.interzone.com, BGG & Youtube.

TRICK TAKING GAMES GENRE

TRICK TAKING GAMES GENRE – Trick taking games originated in China in the second millennium. The first in Europe was Karnöffel in 1426 at the Bavarian town Nördlingen. Today, there are over 159 Trick Taking Games. Plain-trick games count the number of tricks taken such as contract bridge, whist, and spades. Point-trick games focus on the value of the cards in taken tricks such as pinochle, the tarot family, Briscola, and hearts. Trick-avoidance games have the players avoid taking some or all tricks exemplified in games like Reversis or Polignac. Trick-and-draw games are trick-taking games in which the players can fill up their hands after each trick. Trick Taking games along with Poker are so popular that they have come synonymous with playing cards.

GAME OBJECTIVE & WINNING THE GAME

OBJECTIVE OF THE GAME – The objective of the game is to score points. Players score points by bidding accurately, winning tricks, and winning tricks containing cards matching the domain of their goal card. Skillful negotiation and trading helps players score by improving their odds to win tricks or take tricks with cards matching their goal cards.

GAME END – The game ends after three rounds of play. Each round has 6 tricks.

TRICKS OF THE TRADE GAME SETUP



GOAL CARDS – Take out the value-1 cards (Aces) of Each Suit from the deck. These are goal cards. Deal a goal card face-up to each player. The *Goal card* of a player is considered to be player controlled. Expel (remove) the Wild Cards.

TRUMP DECK – Take out the value-2 cards of each domain to form a Trump domain deck.

DRAW DECK – Shuffle the rest of the cards including unused goal cards to form the draw deck. Then, set the draw deck to the side of the play area.

TRICKS OF THE TRADE GAME PLAY



Tricks of the Trade is played in rounds. Each round is composed of the following Phases:

- 1. DEAL CARDS PHASE** – At the start of each round, deal 10 cards to each player from the draw deck.
- 2. TRUMP DOMAIN PHASE** – Reveal the top card of the Trump Domain deck to be the Trump domain for this round. If the Trump domain card is exchanged during game play, the domain of the new card is the Trump domain this round.
- 3. TRADING PHASE** – Going around the table starting with the player whose goal card matches the Trump domain card, each player may perform one trade with one other player. If there is no goal card match use the Domain rank (knowledge, science, technology, service). In a 2-player game, you may also trade with the top card of the deck or the revealed Trump card. Players may trade up to two cards during one trade. You may only trade one card with the deck or the Trump card and are those trades are automatically accepted. Players must mutually agree on what to exchange. Player trades are binding once agreed upon. Exchanges may include cards that are not revealed to anyone, it is a face-down card that is part of a trade. Players must trade truthfully based on what is negotiated and promised to be traded. Players are allowed to fish for information. The trading time for any individual player has a 5-minute time limit.
- 4. BIDDING PHASE** – Each player simultaneously makes a secret bid for the number of tricks they think they will take this game round. Then, the bids from all players are revealed simultaneously. The person who made the highest bid is the first player.
- 5. GAME EFFECTS PHASE** – Starting with first player, game effects from one card (in hand) can be played before the Tricks Phase. Card effects can only draw from the draw deck and discard. You may not draw from the Trump deck or interact with the Trump discard pile via game effects. However, the trump deck card is considered a neutral card and can be affected by game effects. Game effects may change, copy or affect the Trump card of the round.
- 6. TRICKS PHASE** – The Tricks phase in each round has 6 hands of play for a total of 6 tricks to be won. The first player leads with any card. Then, subsequent players must follow with a card that matches the domain (suit) of the led card. Otherwise, they may play any card from their hand. The person who played the highest value card of the led domain wins the trick. A value 1 card (Ace) counts as value 1. A value 13 card (King) counts as value 13. A trump domain card has a higher worth than other non-trump cards played. If more than one trump domain card is played, the highest value trump card wins the trick. The player who won the trick will lead the next trick.
- 7. SCORING PHASE** – A player scores 1 base point per trick they win. A player winning at least their bid scores +1 point. A player exactly making their bid scores +3 points. A player scores +1 point for every trick that has a card matching the domain of their goal card. A player who wins all 6 or none of the tricks in the round scores +2 points.
- 8. END OF ROUND CLEANUP** – Reset the Trump Domain deck and expel (remove from the game) the value-2 card matching the domain that was trump in this past round. Then, shuffle the remaining cards in the Trump Domain deck. Gather all the remaining non-goal cards. Shuffle those to form a new draw deck. Note: Players keep their individual Goal card dealt to them at the start of the game.
- 9. END OF GAME** – The game ends after 3 rounds. Start a new round by going back to the Deal Cards phase.

END OF GAME SCORING



END OF GAME SCORING – For each player, add up the points won from each round. The highest score wins. In the case of tie, the player whose goal card matches the remaining card in the Trump deck wins. Otherwise, the player who scored the most base points wins. If still tied, the player who won the highest value card wins. Domain rank order is knowledge (lowest), science, technology, service (highest).

TECH DECK GENERAL RULES



EXPELLING – A card that is expelled is removed from the game.

REVEAL – Turning over a card to expose them for all players to see.

CREDITS



Designer, Developer Benjamin Cheung
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