

Wizard

Object of the Game:

The object of the game is to correctly predict the number of tricks you will take in each round. You receive points for being correct and the person with the most points wins the game.

The Deal:

To determine a dealer, each player is dealt one card. High card deals. On the first deal each player receives one card. Two cards are dealt on the second deal, three on the third, etc. The deal passes to the left after each round and the new dealer shuffles all 60 cards. After the deal, the next card is turned up to determine the trump suit. If the card turned up is a **Jester, there is no trump for that round**. If the card turned up is the **Wizard, the dealer chooses one of the four suits as the trump suit**. The dealer may examine his cards before declaring the suit. On the **last round of each game, all cards are dealt out so there is no trump**.

Bidding:

Each player in turn, beginning to the left of the dealer, indicates the number of tricks he/she will take (zero or one on the first round) and the scorer records it on the score group score sheet. The total number of tricks bid may or may not equal the total number of tricks available.

The Play:

The play begins to the left of the dealer. Any card may be led. Players continue to play in clockwise order and **must** follow suit if possible. There are two exceptions to this rule. A Wizard or a Jester may be played at ANY TIME, even if the player is holding a card of the suit led. If a player cannot follow suit, he/she does not have to trump.

A Trick is Won:

- ✚ By the first Wizard played
- ✚ If no Wizard is played, by the highest trump played.
- ✚ If no trump is played, by the highest card of the suit led.

The winner of the trick leads next.

Leading Wizards or Jesters:

If the lead card is a **Wizard, it wins the trick** and players may play any card they wish including another Wizard.

If the lead card is a **Jester, it is a null card**. The suit for this round is determined by the next card played. Jesters always lose. The one exception to this is if only Jesters are played, the first Jester played wins the trick.

Scoring:

For correctly predicting the number of tricks taken, a player scores 20 points and receives 10 additional points for each trick taken. A player whose prediction is incorrect loses 10 points for each over or under trick.