

RAGE™

GAME INSTRUCTIONS

NUMBER OF PLAYERS: 2 to 8

AGES: 8+

EQUIPMENT: One RAGE deck of 110 cards as follows – 6 colored sets of 16 cards (numbered 0 to 15 – red, green, purple, orange, yellow and blue), and 16 Action cards (2 Wild Rage, 4 Change Rage, 4 Out Rage, 2 Bonus Rage and 2 Mad Rage).

OBJECT: Be the player with the highest score by accurately bidding on the number of tricks you will win per round.

SETUP: Choose a player to be scorekeeper and write the names of the players along the top of the score sheet (see attached score sheet). Choose someone to be the first dealer. Then the cards are shuffled and 10 cards are dealt to each player. After each round, the player on the dealer's left becomes the new dealer.

DEAL: In the first round, each player is dealt ten cards. With each card, a player could win a trick. In the second round, each player is dealt nine cards. In the third round, each player is dealt eight cards, then seven cards, etc., until the tenth and final round when each player receives only one card.

After the deal, the remaining cards are placed face down in the middle of the table to form the Trump Pile. The top card from this stack is turned over and placed on top of the pile. This card determines the trump color for the current round. If an Action Card is turned over, continue to turn over cards until a colored card is revealed.

BIDDING: After the players have sorted their cards by color and value, each player considers how many tricks they plan to win this round ranging from zero to the total number of cards in hand. Bidding begins with the player to the dealer's left. Each player states aloud their bid. The score keeper writes the bids on the score sheet.

PLAY: (Underlined words are explained further in the definition section)

- 1) The player to the left of the dealer leads with a card from their hand by placing it face up in the center of the play area. Play passes to the left.
- 2) All players in turn, must lay down one card face up from their hand into the center of the play area.
- 3) Each player **MUST** follow suit. If it is not possible to follow suit, the player may play any card from their hand including a trump or action card.
- 4) When all players have played one card, the trick is complete.
- 5) The trick is won by the highest numbered card of the lead suit. But, if any trump cards are played in the trick, the trick has been trumped, and the highest trump card wins the trick.
- 6) The player who wins the trick gathers the cards played and places them in a separate pile face down in front of them.
- 7) The player who won the trick starts the next trick by leading with a card from their hand.

(Note: The first card of a trick may be an Action card. The second card played in a trick begun with an Action card may be any other card. The first color or Wild Rage card played will determine the lead suit of the trick. If only Action cards, not including Wild Rage, are played, the first card played in the round wins the trick.)

DEFINITIONS: RAGE is a trick-taking card game, and the following definitions will be helpful to those unfamiliar with trick-taking card games.

- **TRICK:** Each player plays one card from their hand face up – this makes one trick.
- **ROUND:** A round (or hand) is made of the same number of tricks as each player has cards to play. (example: A player starts with 5 cards = 5 tricks = 1 round)
- **SUIT:** A suit is made of cards of the same color (yellow, blue, red, green, orange and purple).
- **LEADING:** When a player starts a trick by playing a card, this is known as leading.
- **FOLLOWING SUIT:** After a player leads a card, the remaining players **MUST** follow suit, which means, each player must play the same color of card as that which is led, if they have one. If they cannot follow suit, they can play any card in their hand.
- **TRUMP:** If a player does not have a card of the color led for the trick, they may play a card in the trump color (the color of the card that is on the top of the Trump Pile), and thus win the trick. If several trump cards are played in a trick, the trump card with the highest value wins the trick.
- **BIDDING:** After the players have been dealt their cards, they consider how many tricks they plan to win this round (zero to the number of cards in their hand).
- **WINNING THE TRICK:** The player who played the highest card in the color which led the trick wins the trick, unless a trump card is played. Then the highest card in the trump color wins the trick.

RULES FOR USING ACTION CARDS: A player may **ONLY** play an Action card if they cannot follow suit or they are leading. Action cards do not belong to any of the six suit colors.



- **BONUS RAGE:** The winner of the trick which includes this Action card has five points added to their score at the end of the round.



- **MAD RAGE:** The winner of the trick which includes this Action card has five points subtracted from their score at the end of the round.



- **OUT RAGE:** When this card is played, the trump card on the trump pile is turned face down. There is no trump for this trick or the rest of this round! Any trump cards played in the trick are counted as normal color cards. The player who played the highest card of the color that led the trick wins the trick. Future tricks are played without a trump color until a Change Rage card is played.



- **CHANGE RAGE:** When this card is played, the player immediately searches the Trump Pile and places a new color card of their choice as the trump color on top of the trump pile. The new color must be a different color than the previous trump. The new card determines the trump color for this and any further tricks. The previous trump color is no longer valid for this trick.



- **WILD RAGE:** When the Wild Rage is played, the player must announce what color it will be. The selected color may be the trump color. Wild Rage is considered to be the highest value of the color it is called out to be. If both Wild Rages are played in a single trick and are called the same color, the second Wild Rage is considered to be of a lower value than the first.

EXAMPLE OF PLAY:



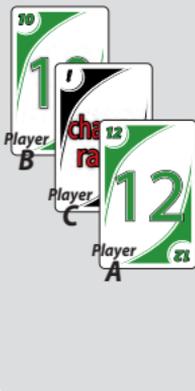
In round seven, Player C deals only four cards to all players. Each player reviews their cards to predict the number of tricks they hope to win. Player A announces that they will win two tricks. Player B believes that they will win two tricks. Finally, Player C claims to win one. Player A, who is to the left of the dealer, leads.

Trick One:



Player A chooses to lead with a Blue 15. Player B does not have any blue cards, so may play any card from their hand. Player B chooses to play the Yellow 0 (the trump suit). Currently, Player B is winning the trick with the trump card. Player C plays a Blue 2 because he must follow suit of the leading card (the Blue 15). The trick is now complete and Player B wins (Player B's yellow 0 may be a low value card, but because it is a trump card it still beats the other cards played). Since Player B won the trick, they get to lead (start) the next trick.

Trick Two:



Player B leads this trick with a Green 10. Player C doesn't have any Green cards and may play any card from their hand. Player C plays the Change Rage card. At which point, Player C searches through the Trump Pile and places a Red card on top of the Trump Pile as the new trump suit. Player A has to follow with the Green 12 (matching the suit that led). Having the highest value card of the suit that was led, Player A wins this trick.

Trick Three:



Player A leads the third trick with the Bonus Rage card. Seeing as that the trick was led with an Action card, Player B can play any card from their hand. This will determine the lead color for this trick. They play the Orange 7, which is currently winning the trick. Player C trumps the Orange 7 with a Red 15. Player C wins the trick and will lead the final trick. Player C will note that they received a Bonus Rage card for winning this trick.

Trick Four:



Player C leads with their last card, an Out Rage Action card. Immediately, the red trump card is turned over to indicate that there is no trump for the rest of the round. Player A lays down the Yellow 5 card. Player B follows up with a Wild Rage card. Noting that there is not a trump color any more, Player B declares that the Wild Rage card is of the same color that was led, yellow, and wins the final trick. (Recall that the Wild Rage is considered to be the highest value of the color it is called out to be).

With all of the cards played, the round is now complete. The players count up the numbers of tricks they won: Player A won one trick, Player B won two tricks and Player C won one trick (a trick that included a Bonus Rage card which will give Player C a five point bonus).

SCORING: After all tricks in the round are completed (the players no longer have cards in their hand), the round is scored. Each player receives points as listed below:

- +1 point for each trick won.
- +5 points for each Bonus Rage Action card in the tricks won.
- 5 points for each Mad Rage Action card in the tricks won.
- +10 points for correctly predicting the exact number of tricks they would win.
Exception: Only +5 points for correctly predicting that they would win zero tricks.
- +0 points for failing to correctly predict the number of tricks they would win.

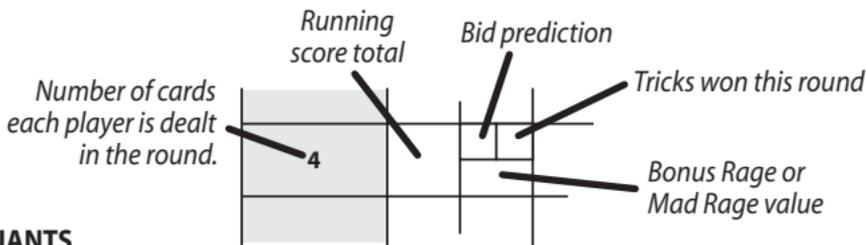
The total number of points is recorded on the score sheet.

EXAMPLE OF SCORING:

Using the example of play as noted previously, Player A did not accurately bid and only took one of the two tricks they had hoped to win (+0). They do not get any points for bidding, but they do get one point for the single trick they won. This makes their score for the round one point ($0 + 1 = 1$). Player B did take the number of tricks that they predicted they would (+10). For winning two tricks, they receive two more points. Therefore, Player B gets twelve points for the round ($10 + 2 = 12$). Player C accurately bid one trick (+10). They also receive one point for the single trick they won. In that trick, there was the Bonus Rage Action card, an extra 5 point bonus. For this round, Player C scored sixteen points ($10 + 1 + 5 = 16$).

WINNING: The game ends after ten rounds. The final round is scored. The player with the highest score is the winner. In the case of a tie, the player who had the most rounds in which they bid correctly is the winner.

SCORE SHEET EXPLAINED:



VARIANTS

- **ACTION CARD VARIANT:** A player may play an Action card even if they have a card in their hand that follows suit.
- Each player writes their bid on a piece of paper. The bids are only disclosed after the last trick of the round is taken. Therefore, it is unclear during the round how many tricks each player would like to win.
- If a player wins all the tricks in a round, they receive two points for each trick taken, instead of only one. This does not count in the last round where there is only one trick.



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PLAYERS														
HAND SIZE 10														
9														
8														
7														
6														
5														
4														
3														
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1														
TOTAL														