

Schadenfreude

15~20 minutes

3~5 Players

Age 10+

Game & Art Design

Special Thanks



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Contents

Cards (50)

- Number Cards (48) 12 cards each in 4 suits (-3, -2, -1, 1, 2, 3, 4, 5, 6, 7, 8, 9)
- Wild cards (2)



Scoreboard (4 cards)



Scoring Markers (5)



Rulebook (1)

Preparation

The number of cards used will depend upon the number of players.

Players	5	4	3
Cards used	All cards are used. (48 number cards and 2 wild cards.)	36 number cards (-3, 1, 2, 3, 4, 5, 6, 7, 8 of each color) and 2 wild cards are used. Pull out the card marked "♠", not used	
Number of card	50		38

I

The scoreboard is laid out for all players to see. The cards are shuffled, face down, and dealt to the players.

The number of cards you are dealt will depend on the number of players.

5 players Deal out 10 cards each

4 players Deal out 12 cards each.

3 players Deal out 12 cards each.

2 cards leftover.
Put the leftover cards aside.

II

Each player chooses a colored scoring marker and places it on the 0 position of the scoreboard.

III

Choose a start player in some way and that player becomes the lead player and begins the game.

Objective of the Game

The goal of the game is to score 40 points. However, if you go over 40 points, you will be defeated. You should get closest to 40 points while pushing your opponents over 40 points!

Round Overview

I

The lead player chooses any card and plays it. Proceeding clockwise, the other players each play a card in turn.

II

The other players must play a card of the same suit as was played by the lead player (this is called "must follow").

If you have more than one card of the lead suit, you can choose any of them to play.

If you do not have any cards of the lead suit, you can play any card. Wildcards can "follow" any suit.

III

Once all players have played a card, the trick is judged and card(s) are awarded.

IV

Return to I and repeat until all cards have been played from the players' hands. Once your hands are empty, the round is over! Tally the players' scores and play another round if necessary.

Trick Resolution

Any cards played which did not follow suit cannot win.
(Leave these cards on the table for now.)

lead

Player A	Player B	Player C	Player D
			

I wasn't able to play green, so I am out of consideration

The player who played the second highest card in the lead suit gets the trick. You collect the card you played and any other cards played which did not follow suit. All other cards are discarded.
(If only one player played a card of the lead suit, they win the trick.)

The player who wins the trick will lead the next trick.

Player A	Trick. Winner Player B	Player C	Player D
			
discarded	Acquired	discarded	Acquired

B, who won the trick, gets their own 7 and the 3 from D, who could not follow.

Card Acquisition

Set any acquired cards aside in a score pile such that they are not mixed up with the cards in your hand. The numbers should be visible to all players.

Cards Acquired

		
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If you acquire a card and already have a card of that value in your score pile, discard them both.

Previously Acquired Cards.

	
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The 7s make a pair, so you discard them both.

In this case, you already have a 7, so discard the pair. Your score pile will be 3, -1, and 9.

Cards Acquired

		
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If you would have three of the same card in your score pile, place two of them in the discard pile and keep one to score.

Wild Card Processing



Wild cards can follow all suits. By playing this card, you can treat it as the lead suit.

You are not obligated to play a wild card if you do not have any cards of the lead suit.

If a player leads with a wild card, the suit to follow becomes the first non-wild card played.

Score Calculation & Next Round

A round ends when the players have played all cards from their hands. Each player moves their token on the scoreboard by the sum of the ranks of the cards in their score pile.

If a score on the scoreboard would go below 0, the player places their score marker at 0.

If no player has scored more than 40 points, the next round is played.

All players' cards, plus any discarded or unused cards, are collected, shuffled, and dealt out.

After the first round, the player with the lowest score takes the lead. If there is more than one such player, they can choose the lead in any way they like.

End of the game

If any player has scored over 40 points, the game ends.

All players who scored over 40 points are eliminated and the remaining player closest to or at exactly 40 points is the winner. If there is more than one such player, none of these win, and the next closest player to 40 points is the winner.