2 to 5 players
15 minutes
9 and up

Cryptrick

YOU ARE A CRYPTO ASSET TRADER.
BUY AND SELL CRYPTO ASSETS ACCORDING TO TRENDS
AND MAKE MILLIONS OF DOLLARS.
BUT BEWARE, IF THE COMPUTATIONAL VOLUME OF THE BLOCKCHAIN
BECOMES TOO LARGE, YOUR ASSETS WILL QUICKLY PLUMMET.
BE A TOP-NOTCH TRADER BY KEEPING AN EYE ON
THE VOLUME IN CIRCULATION!

Components

32 cards

Regular cards in 5 colors
(yellow, blue, red, purple, green) 6 cards each

2 fixed trump cards (white)

Preparation of the Game

Use all regular cards of the same number of colors as the number of players (3 players: 3 colors, 4 players: 4 colors, 5 players: use all the colors) and 2 fixed trump cards. The rest of the cards are not used for the game and should be put back in the box.
The person who recently bought or sold cryptocurrency will be the first player.
Alternatively, you can decide using rock-paper-scissors or any other method you like.

Goal of the Game

The game is played over three rounds.
At the beginning of each round, a hand of cards is dealt. The round ends when everyone's hand runs out of cards. The score is then calculated.
The winner is the player with the highest score at the end of the three rounds.
In case of a tie, winners share the victory.

Round Flow

All cards used in the game are shuffled face down, and everyone is dealt six cards. These cards represent your hand for the round.
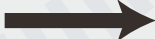One of the two remaining cards is revealed.
The color of the revealed card becomes the trump card for this round along the white trump (the white trump is used in every round). If the revealed card is white, the only trump is white.

A trump is the color that is stronger than the other colors when comparing the strength of cards.
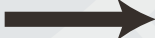
The trumps are white and green

The trump is white only

The player then plays six tricks (until the hand is depleted).

A trick is when everyone plays one card to determine its strength.

Score calculation is done at the end of the round.
The winner of the last trick becomes the first player and the next round is played.
The game ends after the third round.

Trick Flow

The first player reveals one card from his or her hand to all players. This card is not yet the lead card.
Players other than the first player declare whether they want the card (lead) in clockwise order, starting with the player to the left of the first player.

Lead is the first card in a trick.
The color of this card is important in each trick.

First player — Shows the card.
Second player — Wants the card.
Fourth player — Also wants the card.
Third player — Does not want the card.

When a player declares that he or she wants the card:
The player who declared last chooses one card from his or her hand and gives it to the first player, who adds it to his or her hand. Then, the player receives the card revealed by the first player, plays it in front of him or her, and takes the lead.

First player
Second player
Lead player
Third player

If no player declares that he or she wants the card:
The first player takes the revealed card and plays it as the lead card for this trick.

Lead player
Second player
Fourth player
Third player
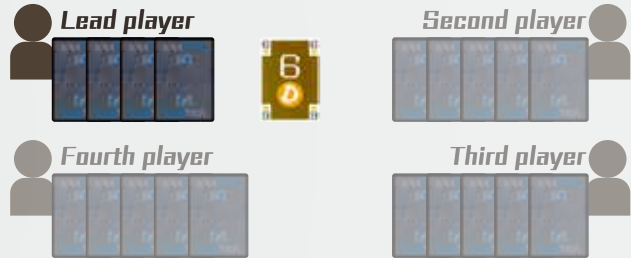
Check the back →

Trick Flow (continued)

All players except the lead player play their cards one by one in clockwise order, starting from the player to the left of the lead player, in must-follow order.

> Must-follow is one of the restrictions on playing a card from your hand.
> If you have a card in hand of the same color as the lead, it must be played.
> If you have no card of the same color in hand, you may play cards of any color, including trumps.

First player **Second player**

No yellow

Lead player **Third player**

No yellow

When everyone has played one card, the player with the highest card wins the trick and all the cards played.
The cards won are used in the score calculation. Place the cards face down so that the block is visible, separate from the cards in your hand.
If you have enough space when playing the game, it is better to place the cards with and without blocks separately.

> The strength of the cards is determined by the order of color and number.
> For color, the color of the trump card is the strongest, the color of the non-trump lead card is the next strongest, and the remaining colors are the weakest.
> The higher the number the stronger the card is. If the numbers are the same, the later card is stronger.
> When the trumps are white and green and the lead is yellow, the

Third player **Fourth player**

Second player **Next first player**
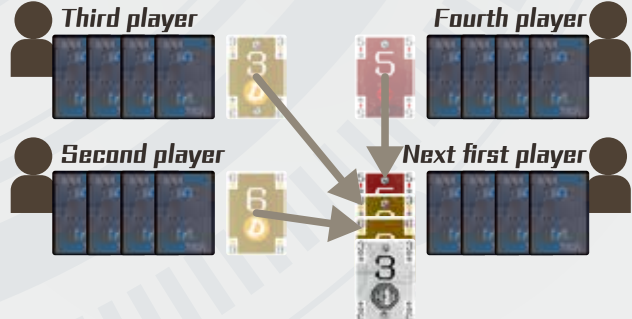
If there are still cards left in hand, the winner of this trick becomes the first player and plays the next trick.

Score Calculation

When the players' hand of cards is depleted, the round ends and the score is calculated.
Each score should be recorded in any way you prefer.
All 3-5 cards have blocks on them.
The cards showing blocks you acquire determine your score.
Cards with no block do not count toward your score.
When there are no block cards, the score is 5 regardless of the number of cards.

$$\longrightarrow 5$$

When there are 1 to 3 block cards, the score is the number of cards multiplied by the number of colors.

$$\longrightarrow 2$$

$$\longrightarrow 6$$

$$\longrightarrow 9$$
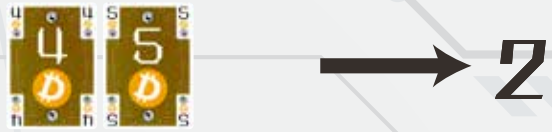
When there are 4 or more block cards, the number of cards is the score as it is.

$$\longrightarrow 4$$

End of game

At the end of the three rounds, the winner is the player with the highest score.
In case of a tie, winners share victory.

Extra (Crypto asset stocks)

Logo	Name
datcoin	DTC / Datcoin
tipple	XTP / Tipple
elixireum	ELI / Elixireum
nether	USDN / Nether
BOARDANO	BDA / Boardno
In-Fungible Trump	IFT / In-Funglble Trump

Credit