

# Sinker for 2 players

Sinker, a trick-taking card game originally for 3 to 4 players, can also be played by 2 players. Some rules are slightly changed but the gaming theme that each player bids downward to win as lower tricks as possible remains unchanged.

## Cards & Ranks

A 32 card deck is used as in the original. The cards of each suit rank from high to low: Ace, King, Queen, Jack, 10, 9, 8, 7. There is no trump suit.

## Deal

Each player draws a card. The player with the higher card deals first.

The cards are shuffled and cut, and the dealer deals the cards singly until everyone receives 8 cards. The undealt cards are placed in a face-down stack.

## Exchange

Beginning with the non-dealer, each player can only once discard any number of cards (including zero) face down in the middle of the table, and draw the same number of cards from the stack.

## Bidding

The bidding begins with the non-dealer. Each bid represents the highest number of tricks the bidder will try to take; i.e., **the bidder should not take more tricks than they bid**. You can bid as desired or pass.

The possible bids are as follows, from weak to strong: 3, 2, 1, Zero, Double-Zero, All, and Double-All. After the first bid, following bidders can only call stronger bids than before. All is an exceptional bid that the bidder will try to take all tricks. Double-Zero and Double-All can be called only when the corresponding bid (Zero to Double-Zero, All to Double-All) is already called.

The last (strongest) bid becomes the contract that the bidder has to make. Only after bidding All or Double-All, the bidder can take all the discarded cards into their hand and discard again the same number of cards, so as to make their hand stronger.

If both players pass, the play will begin, called Diving.

## Play

The bidder leads to the first trick. In Diving, the non-dealer leads to. Players must follow suit if they can. A player with no card of the suit led may play any card. A trick is won by the highest card of the suit led. The winner of a trick leads to the next. The play continues until all tricks are

played, except when All or Double-All is contracted, where the play ends as soon as the opponent wins a trick.

## Scoring

For normal bids (from 3 to Double-Zero), the bidder wins if they take at most as many tricks as they bid. For All and Double-All, the bidder wins if they take all tricks. Otherwise, the bidder loses (and the opponent wins, of course.) If the bidder wins, they score (10 minus the contract value) points in normal bids, or 15 points in All bids. For Double-Zero and Double-All, double points are scored. If the bidder loses, the opponent scores those points respectively.

In Diving, all players who win the most tricks equally score -10 points.

## Variants

You can restrict the number of exchanging cards after dealing, 4 cards at most.

## End of the game

As many as you would like. I would recommend playing even numbers of rounds.

## What differs from the original?

- 8 cards are dealt for each player.
- Non-dealer starts exchange and bidding.
- There is no -1 point for each trick the opponent takes.
- If the bidder fails their bid, they don't lose the points; instead the opponent scores those points.

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