

Generous Split

3 to 5 players (best for 4) | 30 min | 8 or older

OVERVIEW

A plain trick-taking game. At the end of each deal, you will gain points depending on how many tricks you won, except when you gain most tricks among all players, which will give you no point at all! Additionally, whoever has taken 0 tricks will also gain points.

CARDS

Use a standard playing card deck without 2 jokers, 52 cards in total. For 3 players, remove cards of ranks 2 to 4 for each suit, using 40 cards in total. The ranks are, from high to low: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

DEAL

An elder player becomes the dealer; they shuffle and cut the deck, and deal 12 cards face down to each player in 3- or 4-player game, or 10 cards in 5-player game. Then flip the top card of the remaining deck, that becomes the trump suit. Place all remaining cards aside, not to use them in that deal. Hold all cards dealt as your hand, not to reveal them to other players.

PLAY

The player left to the dealer leads a card to the first trick. Turn passes clockwise, and every other player plays a card, which need to follow the suit led if they have one; otherwise, they can play any card. A trick consists of as many cards played as the number of players.

A trick is won by the highest card of the trump suit if there is one or more; otherwise, the highest card of the suit led wins. If the trump card wins a trick, all cards in that trick are gathered and put face down at the center of the table, indicating how many tricks are there. If the suit other than the trump wins a trick, the player who won receives all tricks at the center of the table and the current trick, placing those tricks respectively in front of them, face down.

The player who won the previous trick (regardless of whether they received tricks or not) leads to the next trick, and so on until all players run out of their hands. After the last trick, if there remains at least one trick at the center of the table, the last trick's winner receives them.

SCORINGS

After a deal, you gain 3 points per trick you have received (not the number of winning tricks). However, if you have received most tricks among all players, you gain 0 point regardless of

how many tricks you received. If two or more players are tied as receiving most tricks, all of them gain 0 point. That also applies when all players have received the same number of tricks - no one wins a point.

If a player receives no trick, they gain as many points as the number of tricks as the most-trick receiver in that deal has received. In this case, it is not that each trick is worth 3 points as above, but the number of tricks itself counts: for example, if a player received 6 tricks which is the most in that deal, a player with no trick gains 6 points, not $6 \times 3 = 18$ points. If there are two or more zero-trick players, divide and distribute those points equally, rounded down.

The dealer passes clockwise. Play the game until every player becomes a dealer, and the one who scores most will win the game!

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