

TRICK CITY



THE SUPER TRICK TAKER

A slick, team-based, trick-taking game for 2-4 superheroes.

Teams play rounds of tricks to gain control of locations. Each location modifies the round's gameplay. The first team to control 3 of 5 locations wins the game.

Each round 8 tricks are played, with the lowest valued card in the lead suit winning each trick. The winning value is how much location control the team gains. It's easy to win tricks, but it is difficult to win control.

Superhero-themed power cards that may be played once per round let players modify their cards. A well-timed power card can change the outcome of a trick.

Trick-Taking

- Variable Player Powers
- Must Follow Suit
- Single-partner mode

COMPONENTS

- 54 cards
- 1 4-page rulebook
- 2 optional tracker tokens.

THAT'S IT!

Trick-Taking Twists

Each round reveals a new location. Locations modify game conditions for the round.

The first team to secure 3 locations wins the game!

The **LOWEST** valued card in a trick wins the trick. However, that is also how much location control they gain. High valued cards secure the locations faster.

No trump suit.

Cards of the same value counter previously played cards, removing them from the trick. This allows the follow team to escape a tough spot.

Titan-Play allows one player to fill the role of a two-player team. They use a simulated second hand with an engaging twist on public vs private information.



TTS MOD, VIDEOS, RULES, AND MORE INFO AVAILABLE AT
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