

TRICK CITY



2-4 players | 8+ | 20-40 Min.

SETUP - 4-PLAYERS (2 or 3 players see Titan Play)

Each player picks a Hero/Power card.

Place the Hit Line (city skyline) cards in a row in the middle of the table. Order them 1 through 4.

Choose A or B Locations. Place the final location above the Hit Line. Shuffle the remaining locations, place them on top of the final location faceup.

Shuffle the Hit Cards. Deal 4 to the discard pile face down. Deal each player 8 cards. Each player starts the game with their Hero/Power card in hand.

The players sitting across from one another are on a team. Each team uses a token (a coin is suggested) and places it next to a VP track on the top Location card.

The first round, the player who most recently watched a super hero movie will go first.

HOW TO PLAY

Active locations modify each rounds rules. Stay sharp!

Player 1 chooses a card from their hand and plays it faceup under the #1 Hit Line spot. If the lead is a wild card they tell the table what color (suit) it will be for the trick.

The player to the left plays the next card on the #2 spot.

Playing cards rules:

Cards **MUST** match the color (suit) of the #1 card if players have a matching card in hand.

Players may play a wild card, but are not required to.

If players don't have a card matching suit, they may play any color card they want.

If a cards value/suit is changed, treat it as it's new suit/value.

Player 3 plays the next card.

Player 4 plays the final card, then the trick is resolved.

THE LOWEST VALUED CARD WINS THE TRICK.

The winning team earns Victory Points (VP's) equal to the value of the winning card. Track this on the current location.

(Example: A 3-Yellow wins the trick, winning team earns 3 VP)

Move played cards to the discard pile.

If a team earns the max VP at a location, they instantly win that round and take the location as a trophy.

If the round ends and neither team earned all the VP's, the team that earned the most VP's wins the location. On ties the last team to win a trick wins the location.

The winner of the previous trick goes first next trick.

When the round is over: reveal the next location, reset VP trackers, shuffle all hit cards, discard 4 and deal the rest evenly.

The team that lost the last location will go first next round.

WIN 3 LOCATIONS TO WIN THE GAME!

COUNTERS

When a card is played with the **SAME VALUE** as the card to its **IMMEDIATE LEFT**. Flip both cards face down. Both cards are out of the trick.

The earliest card played on the Hit Line is now the lead suit. If there is no card face up, the next card played sets the new suit.

If no card wins the trick or there is a tie between teams, no VP's are earned, the lead stays with the current lead player. If the winning team ties with themselves they earn VP's.

POWER CARDS

Power (Hero) Cards start each round in players' hands.

The Power Card tells you when it can be played and its effects when played. Play the card on the Hit Line with one of your own Hit Cards.

After being played, place the Power Card in the discard pile. It is exhausted for the round. Power Cards return to players hands at the start of each round.



TITAN PLAY - 2 & 3 PLAYERS

Solo players have a sidekick instead of a teammate. They can play cards from their sidekick's shield.

Setup- Build the Shield

Give the Titan a Sidekick card.

Deal each Titan 2 stacks of 8 cards each round.

Without turning either stack faceup. Use one stack to set up the the sidekicks shield. Cards are face down. Sidekick is in the middle row. Each lower row of cards should overlap the higher rows of cards.

The topmost card is then flipped faceup.

How to Play With a Sidekick Shield

Titans play 2 cards per trick. Either the 1 & 3 or 2 & 4.

Non-Titan teams decide in which order they will play their cards each trick. They may discuss.

Titans may play a card from their hand or a faceup card from the Sidekick shield. They may play both from their hand, both from the shield, or one from each.

If a card on the shield is the same suit as the lead card, and the Titan doesn't have the lead suit in hand, they must play the shield card.

As soon as a card is uncovered on the shield, flip the card face up. You may play it on your next turn.

When a Sidekick is uncovered, **IMMEDIATELY** take the sidekick into your hand. Sidekicks grant Power Moves, but return to the shield at the start of a new round.

