RAGE

amigo-spiele.de/00990

art by Christine Hoffmeyer

Players: 3–8 **Ages:** 10 and up **Playing Time:** about 45 minutes

The Goal of the Game

Rage is a very special trick-taking game: Predict how your round is going to go but be prepared for it to turn out very differently. Will a new trump color or a negative card overturn all your plans? Play a Joker at the right time and have things go right for you anyway! Fulfill your bids and take home the most points after ten rounds. That's how you win the game and leave your opponents in a rage!

Components

96 color cards in yellow, orange, red, purple, blue, and green (***1*** each with value ***0*** to ***15***)

16 action cards (2 x ***Joker***, 4 x ***No Trump***, 4 x ***Change Trump***, 3 x ***+5*** and 3 x ***-5***)

Setting Up the Game

Take a scoresheet and write down the names of all the players. Shuffle all of the cards together.

Playing the Game

Over ten rounds, try to predict the number of tricks you're going to take and fulfill your bids using your hand of cards.

*In a "trick-taking" game, players take turns playing **one card** each. The highest card wins over all the other played cards. All played cards together are called a **trick**.*

Each round has three phases:

1. Deal and Predict
2. Play Tricks
3. Check and Score

1. Deal and Predict

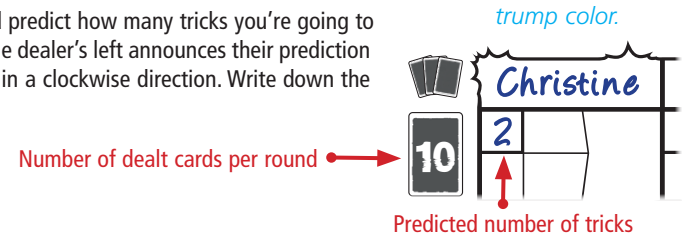
Deal cards to each player: ten cards in the first round, nine in the second, and so on, until the last round when each player only gets one card.

The remaining cards make up a face-down draw deck. Reveal cards from the deck until a color card comes up. This is the **trump color** at the start of this round.

For example, red is this round's trump color.

A card of the trump color wins against all cards of the other colors.

Look at your hand of cards and predict how many tricks you're going to take this round. The player to the dealer's left announces their prediction first, then all the others follow in a clockwise direction. Write down the predictions on the scoresheet.



2. Play Tricks

The first player to predict their tricks plays a card into the middle of the table, starting the first trick. All other players take turns playing one card into the middle. The first card's color will "lead" the trick. All the other players must play a card of that color into the middle if possible (this is called "following suit"). If you don't have a card of the required color, you can play any **color card** or an **action card**. The leading color card may be the trump color.

You may lead with an action card, with the usual effects (see below). If you do, then the first color card played by one of the other players will be the leading color for the trick.

The highest card played that is the **current trump color wins the trick**. If there are no cards of the trump color in the trick, the highest card in the **leading** color wins.

*Christine starts the trick with a **blue 13.** Kirsten follows suit with a **blue 10**. Kira doesn't have any blue cards, so she plays a **yellow 10**. Johanna doesn't have any blue cards either, but she decides to play a trump card, a **red 2**. Conny has to follow suit, too, so she plays a **blue 5**. Johanna wins the trick with her **red 2**.*

Action Cards

You may play action cards when you don't have any cards of the leading color. Additionally, you may play an action card if there are no color cards in the trick yet.

Jokers

When you play a ***Joker*** into the trick, name any color. The ***Joker*** becomes the highest card of this color and from now on is counted as a color card. ***Jokers*** can become the current trump color. If two ***Jokers*** in the same trick become the same color, the second ***Joker*** is higher than the first one. If you start a trick with a ***Joker***, the color you name will be the leading color.

+5 and -5

If there are any of these cards in the trick, the player who wins it gets the corresponding number of points or negative points respectively.

Change Trump

When you play a ***Change Trump*** card, reveal cards from the draw deck. The first color card you reveal determines the new trump color. If the revealed card is the same color as the current trump color, the trump color stays as it is.

No Trump

When you play ***No Trump***, the current trick has no trump color. Put all the cards that have been revealed to determine the trump color under the draw deck, face down. If another player plays a ***Change Trump*** card later in the same trick, determine the new trump color as usual. This color now becomes the new trump color immediately, i.e., it affects the current trick, too. If there is still no trump when the trick is over, reveal cards from the draw deck as usual to determine the trump color for the next trick.

If there are only action cards in the trick (and no ***Jokers***), the **first** action card played into the trick wins that trick.

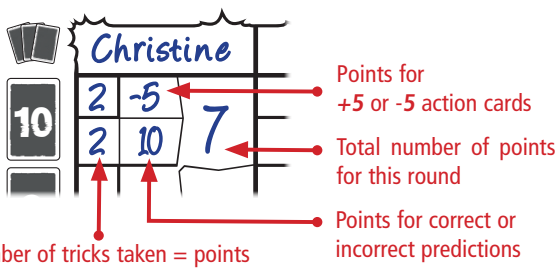
When you win a trick, put it in front of you in a separate face-down pile. If there are ***+5*** or ***-5*** cards in the trick, put them on top of the pile, face up.

The ***winner*** of the trick starts the next trick by playing a card.

3. Check and Score

Once you've played all of your cards for the current round, check your predictions and write down your points. Each trick you've won is worth one point. If you have taken **exactly** as many tricks as you predicted, you get an additional 10 points. However, if you have taken more or fewer tricks than you predicted, you get -5 points instead. If any of your tricks contain ***+5*** or ***-5*** action cards, add or deduct the corresponding number of points from your total for the round.

Christine has taken two tricks, so she gets 2 points. This matches her prediction, so she earns another 10 points. However, one of her tricks contains a ***-5*** *action card. In the end, Christine has made 2 + 10 – 5 = 7 points for her first round.*



The Next Round and the End of the Game

The player who made the first prediction in the last round becomes the new dealer. Start the next round by shuffling all of the cards and dealing one less card than in the last round to each player.

The game ends after round 10. The player with the most points in total wins the game. If there is a tie, there's more than one winner.

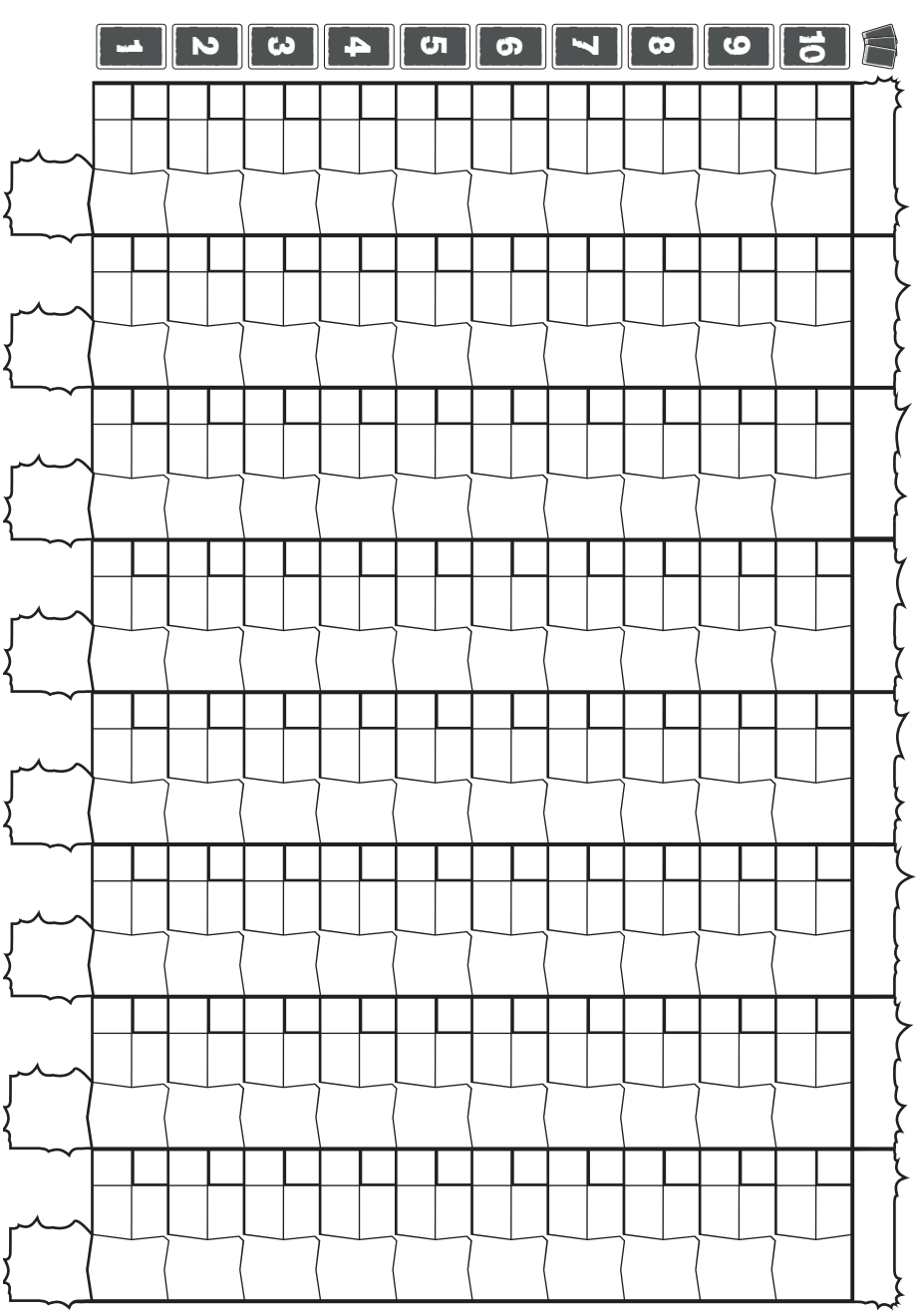
Variants

Plus/Minus One: The sum of all players' predicted tricks during any round must be different than the number of possible tricks for that round.

Hidden Predictions: Instead of proclaiming your prediction out loud, write it down on a piece of paper. After you've all made your predictions, reveal them and write them down on the scoresheet.

Secret Predictions: Again, write down your predictions in secret, but only reveal them after the end of the round, so that it's unclear who wants to take how many tricks for the entire round.

Winner Takes All: If you win all tricks in a round, you get two points per trick instead of just one. In the last round, where you only have one card, you can't earn this bonus.



Rage Scoresheet Also available for download at www.amigo-spiele.de/spiel/rage

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AMIGO Spiel + Freizeit GmbH, Waldstraße 23-D5, D-63128 Dietzenbach, Germany
www.amigo-spiele.de, email: hotline@amigo-spiele.de

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