SEA CHANGE

GAME OVERVIEW

The deck contains 80 Sea Cards in five suits. The five suits are represented by different colours and icons. Each suit has one card of each value; a higher card beats a lower card of the same suit — high (15) to low (0).

80 Sea Cards

Depending on the number of players, a set number of cards from a set number of suits will be shuffled together (see *Deck Setup* chart). Each player will be dealt 10 cards to create their hand. In a clockwise manner, each player will contribute one card, chosen from their hand, to create a trick.

1 Trump Tracker

In each trick, one suit will be stronger than others (trump). Any card in this *trump suit* beats all cards not in the trump suit (see *Trump Suit*). A *Sea Change* will change the trump suit in the middle of a trick when a player matches the *value* of the *last card played* (see *Game Play*).

1 Trump Track Card

Players attempt to win tricks containing cards with positive points, and avoid cards with negative points (see *Card Information*).

The player with the highest score at the end of the round will earn 1 Victory Point (VP). The game ends when one player has earned 3 VPs.

8 Two-Sided VP Cards

GAME PLAY

The first trick begins with the player to the left of the dealer leading with any card. The suit of this first card of the *round* is *both* the *lead suit* and the *trump suit*. (The first card in future tricks only sets the lead suit; the trump suit will have carried over from the previous trick.)

If a player has a card from the lead suit in their hand, they *must* play one of those cards into the trick, with one exception:

A *Sea Change* occurs when a player matches the value of the last card played; this immediately changes the trump suit to the suit of this new card.

Place the trump tracker on the suit of the 1st card led each *hand*.

Note: Players must follow the lead suit even if the trump suit changes. It is recommended that players place their chosen card in front of them, not in a pile, so players can easily see which card was played last, and which suit is the lead suit.

A Sea Change changes the trump suit immediately.

If a player does not have a card from the lead suit, and they do not want to make a Sea Change, any card from their hand may be played to the trick (this is called a *sluff*), including one from the trump suit, if desired.

The highest-valued card from the trump suit wins the trick. If no card from the trump suit was played, then the highest-valued card from the lead suit wins.

The winner of the trick collects the cards that were played and places them facedown in front of themself. The trump suit will carry over between *tricks*, but not between *rounds*. Any player is allowed to look back at the cards involved in the last trick, but no further.

Play continues with the winner of each trick leading the next trick, *with any card from any suit*. That card's suit will be the new *lead suit* (and could be from the trump suit if desired).

Once players have exhausted their hands by contributing to each trick, they will tally their points (see *Card Information*). The player with the highest score will earn 1 Victory Point (VP). VPs are tracked with VP cards.

Points
1+1+2+1+2+1=8
8-4=4

Then the player to the left of the dealer will become the new dealer, and will shuffle and deal all the cards to create new hands.

VP Card

The game ends when one player has earned 3 VPs.

Example: Ann starts the round by leading with the yellow 4, making it the *lead suit* as well as the *trump suit*. Daniel plays the yellow 10 and beats Ann's 4. Eric has a yellow 9, but instead of playing it and losing to Daniel's 10, he triggers a Sea Change, playing his purple 10 and immediately changing the *trump suit* (not the lead suit) to Purple. Warren does not have a 10 to activate another Sea Change so he contributes his only card from the lead suit, a yellow 12. Eric wins the trick and 3 points (1 point for each 10 and the 12). Eric will now collect the cards, place them facedown in front of him, and then lead the next trick with any card from his hand. (The trump suit is now purple, until another Sea Change is triggered.)

DECK SETUP

Player Count	Number of Suits	Cards/Suit (Values)	Total Deck Size
1-3	3	10 (0, 4-12)	30
4	4	10 (0, 4-12)	40
5	5	10 (0, 4-12)	50
6	6	12 (0, 3-13)	60
7	7	14 (0, 2-14)	70
8	8	16 (0-15)	80

To help with organization and setup, on the bottom left of some cards there is a number for player count (see *Card Information*). Cards with no number will be used in all player counts (as long as that suit is in play).

For example, in a six-player game, use all five suits and include all the cards without any number on the bottom left and those with "6+".

In a game with three or fewer players, take only three of the five suits, and use only the cards without any number on the bottom left.

All Player Counts

8 7+ 6+   6+ 7+ 8

All cards without any number on the bottom left would be used in a 1- to 5-player game, but the number of suits needed would change. Three suits for 1-3 players, four suits for 4 players, and five suits for 5 players.

HAND SETUP

Create the deck using the setup chart above, shuffle the cards, and then deal out all cards to create each player's hand of 10 cards. It is recommended to sort your cards into their suits, and then by value.

2-PLAYER SETUP

Create the deck using the setup chart above, shuffle the cards, and then deal out 10 cards to both players. The remaining cards are placed facedown in a draw pile. After a card is played, draw a new card from the draw pile and add it to your hand. Once the draw pile is empty, play as usual until your hand is exhausted. There will be 15 tricks per round instead of the usual 10.
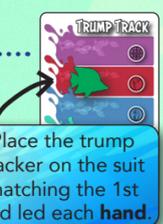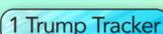
SOLO PLAY

Create the deck using the *Deck Setup* chart, shuffle the cards, and then deal yourself 10 cards. The remaining cards are placed facedown in an AI stack. The AI will *always* lead the trick, regardless of who won the previous trick. After you contribute a card, the AI will play a second card into the current trick. Resolve according to the regular rules. All cards collected in tricks won by the AI are combined and tallied together at the end of the round.

Important: Each round, you must earn more points than the AI *and* collect at least one card with a value of "8" (-4 points) or you will lose that round, and the AI will gain 1 VP.

TEAM VARIANT

With 4 or more players, players can play in teams, making sure to sit in alternating order. One teammate should gather all cards from each trick won, and at the end of the round, they will total values of all points collected. The team with the most points earns 1 VP. *It is recommended that each team play for a number of VPs equal to their team size plus one.*

8 players	= 2 vs. 2 vs. 2 vs. 2, or 4 vs. 4.
7 players	= 2 vs. 2 vs. 2 vs. 1, or 3 vs. 2 vs. 2.
6 players	= 2 vs. 2 vs. 2, or 3 vs. 3.
5 players	= 2 vs. 2 vs. 1, or 3 vs. 2.
4 players	= 2 vs. 2.

Designer's note: "With 6 or more players, I prefer team games!"

CARD INFORMATION

A - The card's *value* within the suit; 15 high to 0 low.

B - The card's *suit*, denoted by both colour and icon.

C - Point value. Only on select cards. Collected points are calculated at the end of each round, and the player with the highest total earns 1 VP (see *Round End*).

Important During tricks, 0s are not worth any points. At the end of the **round**, check which suit is trump. The 0 from that suit, and only that suit, is now worth 5 points. All other 0s are not worth any points.

D - Indicates in which configuration (number of players) the card is used. Cards with no number will be used in all player counts, as long as that suit is in play. (See *Deck Setup*.)

TRUMP SUIT

During each trick, one trump suit will be stronger than all the others. Cards from this suit will beat any card from any other suit. As the trump suit can change mid-trick, due to a Sea Change, it is highly recommend to use the Trump Track card and the Trump Tracker. When the trump suit is established or changes, one player should immediately adjust the Trump Tracker on the Trump Tracking card so that all players are aware. *The trump suit carries over between tricks, not rounds.* *Players should not use this card to track the lead suit, as that can be easily seen by looking at the first card played in each trick.*

ROUND END

At the end of each round, the player with the highest score will earn 1 Victory Point (VP), tracked with a VP card taken from the general supply. *(In the event of a tie, all tied players receive 1 VP.)*

Reminder: The 0 from the trump suit *at the end of the round* is the only 0 worth 5 points; the other 0s are worthless.

Two-sided VP cards
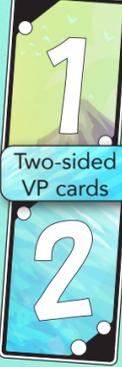
When a player wins a second round, they simply flip their VP card to the "2" side. And when they have claimed 3 VP, they have won the game! (For a longer or shorter game, players can increase or decrease the amount of VPs needed to win.)

GAME END

The game ends when one player has won 3 Victory Points (VP). If two or more players earn their third VP at the same time, the player who collected the 0 in the trump suit wins. If neither has the 0, whoever has collected the fewest cards this round wins.

CREDITS

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EXAMPLES

3-PLAYER EXAMPLES

Sluffing: Yellow is the trump suit. Daniel won the previous trick and he decides to lead with the Blue 5. Maureen does not have any Blue, so she plays the Purple 8 to give her opponent -4 points. Ann avoids the negative points by playing her Blue 4.

Daniel wins the trick and receives -4 points.

Bad Idea: Yellow is still the trump suit. Daniel won the previous trick, so he decides to lead with the Yellow 6. Maureen only has the Yellow 8. Ann gets excited and throws down her Blue 8, hoping to give Maureen another -4 points. Unfortunately, since Ann triggered a Sea Change by matching the value of the last card played, she changes the trump suit to Blue and wins the trick!

Ann wins the trick and receives -8 points.

4-PLAYER EXAMPLES

Sneaky Idea: Purple is the trump suit. Maureen won the previous trick, so she decides to lead with the Blue 9. Carter, having no Blue, is happy to get rid of his Yellow 8. Ann follows the lead suit and plays her Blue 4. Daniel plays Blue, but seeing an opportunity to hurt Carter, who has a Victory Point already, he Sea Changes by playing his Yellow 4, matching the previous card's value and immediately changing the trump suit to Yellow. This means Carter has the strongest card from the trump suit, and therefore wins the trick.

Carter wins the trick and receives -2 points.

Big Finish: Blue is the trump suit, and all players have only one card left in their hand. Carter leads with the Green 12. Ann tosses in the Blue 7. Daniel plays the Blue 0, which could be worth 5 points as it is currently the trump suit. However, Maureen plays her Red 0, matching the last card played. This Sea Change changes the trump suit to Red. As the round is over, and the trump suit can no longer change, her Red 0 is worth 5 points. The Blue 0 is now worthless.

Maureen wins the trick and receives 6 points.

TEAM EXAMPLE

Vindictive: Greg leads with the Red 4, the trump suit. Janine adds her Red 2, worth -1 point. Patrick contributes the 9, and Maureen beats it with her 11. Carter triggers a Sea Change by matching the 11, switching the trump suit to Purple, and attempting to steal the trick. Hudson doesn't have any Red, so he plays a higher trump card, the Purple 15. Ann can't win, but she can play her Red 8, negating her opponents' points. Daniel, having no Red, throws in his Green 0, making sure his team has as many 0s as possible! Hudson's Purple 15 wins the trick for the Red team.

Red vs Blue

Red wins the trick and 0 points, but has a 0!