

**WIZARD:** *Predict the exact number of tricks you will win for each hand to score points.*

**Deck:** 60 Card Deck, 4 suits of 13 and 4 each of unsuited Jesters and Wizards.

**Rank:** Jester, A, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, W

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**Hand:**

Deal each player 1 card in the 1<sup>st</sup> hand, 2 in the 2<sup>nd</sup> etc, until the end of the game.

**Reveal Top Card:**

- ✦ That card's suit is Trump, unless
- ✦ If Wizard: Dealer chooses the Trump suit.
- ✦ If Jester/last round: there is no Trump.

**Bid:** Each player, starting left of dealer, states how many tricks they will try to win. Bidding 0 or more, but less than the no. of cards in their hand, (may bid 1 in 1<sup>st</sup> hand.)

Record bids on the score sheet.

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**Tricks:** Player to dealer's left leads. Then each player, in clockwise order, plays 1 card.

Players **must** follow suit:

- ✦ If they can't, they may play any card.
- ✦ If they have a Wizard or Jester, they may play it even if they have a lead suit card.

### **Leading with Wizards or Jesters:**

- ✦ Wizard: Wins trick as it's the 1<sup>st</sup> Wizard played, players may follow with any card.
  - ✦ Jester: next card decides the lead suit.
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### **End of the Trick:** The winning cards is:

- ✦ The 1<sup>st</sup> Wizard played, if none,
- ✦ then the highest Trump played, if none,
- ✦ then the highest card of the lead suit.
- ✦ Jesters always lose, unless all cards are Jesters, then the 1<sup>st</sup> Jester played wins.

Winner of this trick leads the next.

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### **End of the Hand:**

- ✦ If you make your exact bid:  
Score 20 points + 10 points per trick won.
- ✦ If you don't: Lose 10 points per trick won above/under your bid.

Player to dealer's left deals the next hand.

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### **Game End:**

Final Hand of the game is the hand in which the full 60 card deck is dealt out.

**Winner:** Is the player with the most points after the Final Hand.

## VARIANTS:

### **German Rule:**

The dealer must bid zero or make a bid such that the total tricks bid does not equal the number of tricks this hand.  
*(i.e. someone must lose points each trick.)*

### **Canadian Rule:**

The German rule applies only if the dealer has the highest score. Don't use if tied.

### **Wizard Saboteur:**

The dealer does not bid, always receives 20 points at the end of the hand. They must try to prevent other players making their bids.

### **Forehead Card:**

In the first round each player puts their card on their forehead, without looking, and make their bids based on the other player's cards.

### **Hidden Bid:**

All player simultaneously reveal their bid, instead of revealing them in turn.

## VARIANTS:

Shorter Game: Play 10 rounds

<b>Players</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>Round</b>	<b>Deal:</b>			
<b>1</b>	2	1	2	1
<b>2</b>	4	3	4	2
<b>3</b>	6	5	5	3
<b>4</b>	8	7	6	4
<b>5</b>	10	9	7	5
<b>6</b>	12	11	8	6
<b>7</b>	14	12	9	7
<b>8</b>	16	13	10	8
<b>9</b>	18	14	11	9
<b>10</b>	20	15	12	10