

THE FRAUD FROM TRANDOSHA

2-5 PLAYERS



SET UP

DECK

TRADITIONAL: ONLY CARDS WITH A VALUE OF 1-6 ARE INCLUDED IN THE DECK, MAKING FOR A TOTAL OF 36 CARDS. THIS VERSION IS BETTER FOR SHORTER PLAY SESSIONS AND REQUIRES THE DECK TO BE SHUFFLED OFTEN.

MODERN: THE ENTIRE DECK WITH VALUES OF 1-10 IS USED, MAKING FOR A TOTAL OF 62 CARDS. THIS VERSION IS BETTER FOR LONGER PLAY SESSIONS AND UP TO TWELVE ROUNDS CAN BE PLAYED WITHOUT SHUFFLING. THE SYLOPS IN THIS VERSION COUNT AS ANY NUMBER VALUE.

DEALING

1. THE LARGEST PLAYER AT THE TABLE ACTS AS THE DEALER THE FULL DURATION OF THE GAME.
2. AT THE START OF THE GAME, THE DEALER SHUFFLES THE DECK AND DEALS 5 CARDS FACE DOWN TO EACH PLAYER / CARD AT A TIME IN A CLOCKWISE MOTION. THIS ENSURES THAT THE CARDS WILL BE DEALT FAIRLY AFTER A SHUFFLE OCCURS.
3. THE REMAINDER OF THE DECK IS PLACED FACE DOWN NEXT TO THE DEALER. THIS IS THE DRAW PILE.
4. ONE CARD FROM THE DRAW PILE IS PLACED FACE UP ON THE TABLE NEXT TO THE DRAW PILE. THIS IS THE DISCARD PILE.
5. PLAYERS CAN LOOK AT THEIR CARDS ONLY WHEN THE DEALER HAS EXPLICITLY ALLOWED THEM TO DO SO. BE VERY CAREFUL NOT TO SHOW YOUR CARDS TO ANY OF THE OTHER PLAYERS AT THE TABLE.

PLAYING WITH A POT

USING A POT IS COMPLETELY OPTIONAL AND CAN BE IMPLEMENTED IN VARIOUS WAYS. YOU CAN DO A BUY-IN, MAKING ONE POT UP FRONT AT THE START OF THE GAME, OR EACH PLAYER CAN PUT DOWN 5 CREDITS IN FRONT OF THEM AT THE BEGINNING OF THE GAME, ADDING A CREDIT IN THE POT EACH TIME THEY LOSE A CARD. OTHER BETTING STYLES ARE ACCEPTABLE, BUT MUST BE RUN BY THE DEALER.

GAMEPLAY

STARTING A BID

LOOK AT YOUR HAND OF CARDS. POSITIVE AND NEGATIVE CARDS ARE THE SAME VALUE IN THIS GAME. FIND OUT IF YOU HAVE ANY MATCHING NUMBER VALUES. MATCHING NUMBER VALUES WILL BE MOST HELPFUL WHEN MAKING A BID.

THE PLAYER WHO STARTS THE BID SHOULD CHANGE EVERY ROUND, STARTING ON THE DEALER'S LEFT, MOVING TO THE LEFT OF THE PLAYER ON THE DEALER'S LEFT, AND SO ON. A BID CONSISTS OF TWO COMPONENTS, THE NUMBER OF CARDS AT THE TABLE AND THE NUMBER VALUE OF THE CARD. FOR EXAMPLE, YOU COULD SAY "THREE 2s", WHICH WOULD MEAN THAT BETWEEN ALL THE PLAYERS' HANDS INCLUDING YOUR OWN, YOU BET THERE ARE AT LEAST THREE CARDS WITH A NUMBER VALUE OF 2. NOW, THIS DOES NOT EXPLICITLY MEAN THERE ARE THREE CARDS WITH A NUMBER VALUE OF 2, THERE COULD BE NO CARDS WITH A NUMBER VALUE OF 2 AT THE TABLE, BUT THE OTHER PLAYERS SHOULD ONLY KNOW THE VALUE OF THEIR OWN CARDS, LEAVING THEM TO DETERMINE WHETHER THEY THINK THE BET IS ACCURATE OR NOT. DEPENDING ON THE NUMBER OF PLAYERS, THE AMOUNT OF CARDS AT THE TABLE, AND THE NUMBER OF MATCHING NUMBER VALUES IN YOUR HAND, YOUR BID WILL BE DIFFERENT. IN EARLY STAGES OF A ROUND, BEING DISHONEST WHEN MAKING A BID MAY NOT BE BENEFICIAL, BUT IN LATER STAGES OF A ROUND IT WILL BECOME ESSENTIAL. THE BETTER YOU ARE AT DECEIVING YOUR OPPONENTS, THE MORE LIKELY YOU ARE TO WIN.

INCREASING THE BID

AFTER THE FIRST BID, THE NEXT PLAYER MAY CHOOSE TO INCREASE THE BID BY EITHER:

- INCREASING THE NUMBER OF CARDS AT THE TABLE, KEEPING THE NUMBER VALUE OF THE CARDS THE SAME (THREE 2s TO FOUR 2s)
- KEEPING THE NUMBER OF CARDS AT THE TABLE THE SAME, INCREASING THE NUMBER VALUE OF THE CARDS (THREE 2s TO THREE 3s)
- INCREASING BOTH THE NUMBER OF CARDS AT THE TABLE AND THE NUMBER VALUE OF THE CARDS (THREE 2s TO FOUR 3s)

DURING THEIR TURN, A PLAYER MUST INCREASE THE BID OR MAKE A CALL REGARDING THE PREVIOUS PLAYER'S BID. PLAYERS MAY INCREASE THE BID AS MUCH AS THEY WANT, BUT BE WARNED, THE LARGER THE BID, THE MORE LIKELY IT IS TO CAUSE SUSPICION, WHICH YOU MAY OR MAY NOT WANT.

DECLARING A BID ON TARGET

IF YOU THINK A BID IS ACCURATE IN TERMS OF BOTH THE NUMBER OF CARDS AT THE TABLE AND THE NUMBER VALUE OF THE CARDS, YOU CAN DECLARE THE PREVIOUS PLAYER'S BID TO BE ON TARGET. WHEN THIS HAPPENS, ALL PLAYERS AT THE TABLE REVEAL THEIR HAND. THE DEALER COMPARES THE BID THAT WAS DECLARED TO BE ON TARGET TO THE CARDS AT THE TABLE.

- IF THE BID IS ON TARGET, ALL PLAYERS LOSE ONE OF THEIR CARDS FOR THE REST OF THE GAME EXCEPT THE PLAYER WHO DECLARED THE BID TO BE ON TARGET AND THE PLAYER WHO INITIALLY MADE THE BID.
- IF THE BID IS NOT ON TARGET, THE PLAYER WHO CLAIMED THE BID TO BE ON TARGET LOSES ONE OF THEIR CARDS FOR THE REST OF THE GAME.

AFTER THIS, THE ROUND IS OVER.

CALLING A FRAUD

AS THE BID INCREASES, THE MORE IMPROBABLE IT BECOMES, UNTIL IT APPEARS FALSE. IF YOU SUSPECT A FALSE BID, YOU HAVE THE OPTION TO ACCUSE THE PREVIOUS PLAYER'S BID OF BEING FALSE. WHEN THIS HAPPENS, ALL PLAYERS AT THE TABLE REVEAL THEIR HAND. THE DEALER COMPARES THE CALLED OUT BID TO THE CARDS AT THE TABLE.

- IF THE NUMBER OF CARDS AT THE TABLE ARE LESS THAN THE BID THAT WAS CALLED OUT, THE PLAYER WHO MADE THE FALSE BID LOSES A CARD FOR THE REST OF THE GAME.
- IF THE NUMBER OF CARDS AT THE TABLE ARE MORE THAN THE BID THAT WAS CALLED OUT, THE PLAYER WHO CALLED THE BID FALSE LOSES A CARD FOR THE REST OF THE GAME.
- IF THE BID IS ON TARGET, ALL PLAYERS EXCEPT THE PLAYER WHO MADE THE BID LOSE A CARD FOR THE REST OF THE GAME.

AFTER THIS, THE ROUND IS OVER.

PREPARING A NEW ROUND

AFTER THE ROUND IS OVER, PLAYERS WHO HAVE LOST A CARD DURING THE ROUND CAN EITHER PLACE ONE OF THE CARDS FROM THEIR HAND FACE DOWN IN FRONT OF THEM TO ACT AS A MARKER FOR THE DEALER OR THROW ONE OF THE CREDITS IN FRONT OF THEM INTO THE POT. THE DEALER TAKES THE REMAINDER OF THE PLAYER'S CARDS AND PUTS THEM IN THE DISCARD PILE. THE DEALER THEN DISTRIBUTES NEW CARDS FROM THE DRAW PILE, KEEPING IN MIND HOW MANY CARDS EACH PLAYER HAS LOST. PLAYERS WITH NO CARDS LEFT IN THEIR HAND ARE OUT OF THE GAME.

ROUNDS CONTINUE UNTIL THE LAST PLAYER WITH ANY CARDS LEFT WINS THE POT AND THE GAME

IF A TIE OCCURS, PLAYERS MAY ROLL A CHANCE CUBE



Handwritten text on a yellow background:
 7 1 2 3 4 5 6 7 8 9 10 11 12
 13 14 15 16 17 18 19 20 21 22 23 24
 25 26 27 28 29 30 31 32 33 34 35 36

SHIFT VARIANT: AT THE START OF EACH PLAYER'S TURN THEY MUST ROLL A PAIR OF SNIKE DICE. IF BOTH DICE FACES ROLL THE SAME, ALL PLAYERS LOSE A CARD FOR THE REST OF THE GAME EXCEPT THE PLAYER WHOSE HAND MATCHES THE CURRENT BID CLOSEST.

Shift Variant

At the start of a new round, the dealer rolls only the suit die. If the majority of your hand matches the suit shown on the suit die, you are unable to lose a card from your hand during this round. If you correctly call out another player's bid or correctly declare another player's bid to be on target, you have the chance to win back a card for your hand if you have lost any during the game. If multiple players have a hand that qualifies, a chance cube may be rolled or another method may be decided upon but must be run by the dealer.

CHANCE CUBE VARIANT - At the start of each new round, the dealer rolls the chance cube, red acts as negative and blue acts as positive (other colors can be negotiated by the players and the dealer). Whichever color the cube lands on is more powerful during that round. When all players' hands at the table are revealed after a bid is accused of being false or claimed to be on target, players who have hands that are in the majority of the value on the chance cube are safe, while players who are in the minority lose a card for the rest of the game. After the chance cube is factored in, the bid evaluation is the same.

If all of a player's cards are the value displayed on the chance cube, they may take back one of their cards if they have lost any from their hand during the game. If a player only has one card left, this rule does not count.