Rules for Playing Electro-Trumps

About the Game

Electro-Trumps is a game for two or more players. The object of Electro-Trumps is to complete a full pack of playing cards and then to win all the cards.

Preparing the Cards

Electro-Trumps can be played with a deck of 30, 42, 48 or 52 cards. A selection of 15 ElectroTrump cards can be downloaded from www.electrotrumps.io.

Additional cards must be designed by the players. An Electro-Trumps playing card template can be downloaded from www.electrotrumps.io. In the process of inventing new cards players are invited to discuss or modify the theme, develop sub-sets, and review the categories.

Playing the Game

To play, begin by shuffling a full deck of playing cards Deal the cards until each player has an equal number, discarding any remaining cards. Agree who will begin, and decide the direction of play. The starting player chooses one of the categories or attributes on the cards as a trump. One at a time each player selects one card from their hand and reads out the value of that category or attribute. Whoever has the highest value in the trump category wins and collects all the other players' cards in this round. The winning player chooses the next trump category from another card in their pile. If a player loses all their cards they are out of the game. The rounds continue until one player has collected all the cards.

Variations

Two alternative modes of play are suggested. In the first, 'The Electron Variation', players can view all of the cards in their hand and choose between their cards in each round. The winner can view their new cards. In the second, 'Insulator', players hold their cards face down so that they cannot be seen. In each round they must choose the first card in the stack. The winner must place any new cards at the bottom of the stack, face down.