

# OH, MY HECK!<sup>TM</sup>

## Game Rules

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### The Game of Bids, Trumps and The

### “MASTER TRUMP!”

#### A GREAT CARD GAME FOR THE ENTIRE FAMILY

Another great family game by “Sunrise Fun Games<sup>TM</sup>”

Ages 8 - 80+      OBJECTIVE: Have Fun for Heck Sakes and, earn the most points by the end of the game.

3 - 8 players

CONTENTS:      Game Rules, (3) Sample Score Cards, (57) OH, MY HECK playing cards including: - (14) Red cards, (14) Green cards, (14) Blue cards, (14) Black cards, (1) Master Trump Card.

Each set of colored cards contains numbers 2 through 14 and (1) Ace card. The Ace card is always the high card for each color.

OH, MY HECK<sup>TM</sup> game play: Prior to the start of play, one player should be designated as the score keeper. A sample score card is included with each game. (Visit [www.sunrisefungames.com](http://www.sunrisefungames.com) for additional score cards)

Also, prior to the start of play, a dealer should be designated for the first hand of play. During the game, each player will have the opportunity to serve as dealer. Dealing rotates counterclockwise from player to player with each hand of play throughout the game.

1. The Dealer begins by shuffling the deck. Then starting clockwise with the player on their left, the dealer deals each player seven cards, one at a time, face down. When each player has seven cards, the dealer then turns the top card of the remaining deck face up. The color of the card that is turned face up becomes the trump color for that hand of play. **(If the “Master Trump” card is turned up, the dealer places the “Master Trump” back in the deck and turns up the next card to determine the color of trump for that hand of cards).**
  2. After each player has looked at their own hand of cards, they determine how many tricks they will be able to take during that hand of play. Bids are cast with the dealer calling out 1,2,3. As the dealer calls out the numbers, each player taps the table with a closed fist until the number three is called. When the number three is called, each player sticks out one finger for each number of tricks they are bidding for the current hand of play. It is recommended that each player then places a marker of choice on the table in front of them equal to the number of tricks they bid for that hand of play. (Markers can be a piece of candy etc... and they help each player to remember what they bid and to account properly to the other players and score keeper for their bid).
  3. The person to the left of the dealer starts the first round of play by placing a card face up in the middle of the play table. Continuing clockwise, each player in turn places a card face up. Every player must play the same color of card that was placed by the first player of each round. **Once a player has placed a card on the playing table, they may not retrieve that card to trade it for another card.** The player which places the highest card, (Ace being the highest card and then 14 on down) takes that trick and then starts play on the next trick by placing another card face up on the playing table. Play continues on that hand until all cards are played. At the end of every hand, each player accounts to the score keeper for the number of points they either accumulated or lost during that hand of play (see Scoring below). If a player does not have the color in play, they may place a trump card. The highest trump card always takes the trick in which it is played. The “Master Trump” is always the high trump any time it is played.
  4. The second hand of play begins by the Dealer (the Dealer rotates clockwise with every hand of play so that each player is given the opportunity to be the dealer) shuffling the deck and, dealing clockwise starting again with the player on their left, deals each player six cards this time, one at a time, face down. Each hand is played in this manner with one less card dealt with each subsequent hand of play all the way down to one card. When the hand with one card is dealt, the players do not look at their own card. Instead, each player holds their card on their forehead with the card face out so that each player can see everyone else’s card except their own. Bidding on this trick takes place in the same manner as all other tricks.
  5. After the trick with just one card is played, the games works its way back up to seven cards. When the round with seven cards being played is completed, the game is over. The player with the highest total points is the WINNER!
  6. The most important rule of all - **HAVE FUN for HECK sakes!**
- **SCORING:** In order to score points, each individual must take the exact number of tricks they bid at the beginning of each hand of play. If a player takes more or less tricks than they bid, they loose 5 points for each trick they are off from the number of tricks they bid (See Example #1).

When a player takes the exact number of tricks bid at the beginning of each hand of play, they earn 20 points for getting what they bid. In addition to the 20 points earned when getting the number of tricks bid, a player also earns 5 points for each trick taken. (see Example #2). If a player bids zero and does not take any tricks during that hand of play, they earn 20 points.

**Example #1:** a player bids two tricks by sticking out two fingers with the third tap on the table with a closed fist when the number three is called by the dealer. At the end of the hand, the player that bid two tricks, has taken only one trick. That player would have 5 points deducted from their current score. A player can have a negative score.

**Example #2:** a player bids two tricks by sticking out two fingers with the third tap on the table with a closed fist when the number three is called by the dealer. At the end of that hand, the player that bid two tricks, has taken two tricks. They are awarded 20 points for taking the exact number of tricks that they bid and also 10 more points for taking two tricks at 5 points each. The player would have 30 points added to their current score.

\*(Definition of a trick: Each round of cards played in a given hand is called a trick.)

**Other definitions:**

**Super Trump:** this occurs when a player has played a trump card believing they will win the trick only to have a following player place a higher trump – they have been Super Trumped!

**Chitchat:** When players engage in conversation sharing information about their hand with another player – **NO CHITCHAT ALLOWED!**

**Optional for more than 8 players:** If more than 8 players want to play a game, combine two decks. Then during any given hand of play, the player that places the highest card wins that trick. Since two decks will be in play, if two players place the same high card during any trick, the second high card placed wins.

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