



Pshaww™

For 2 to 7 Players

Description

Pshaww (pronounced "Puh-shaw") is a trick/trump game with bidding. The object of the game is to score the most points in 13 rounds with accurate bidding and trick taking. Think you can sluff to make your exact bid? Pshaww.

Best With

Series 641 Dual Value Playing Cards™

Setup

Remove the jokers from the deck, shuffle and deal one card to each player. (Players are dealt an additional card in each round up to round seven with seven cards, then one fewer card in each round back down to one card in round 13. The deal passes to the left each round.)

The dealer turns up one card to determine trump (primary suit).

Pshaww

With the exception of the lead card, which only uses the primary value, all other cards played are considered as follows:

- The lead suit will take precedence over trump and non-lead suits. (For example: Hearts are trump and a diamond was led. Following suit, the 6♥/4♦ would be considered the 4♦.)
- Trump will take precedence over a non-trump suit.
- If both primary and secondary suits are the same, the higher value is used.
- Should the winning value of a trick be played by two players, the player whose card has the value as primary is the winner.

Bidding

With the Pshaww considerations in mind, the CLEVER player to the left of the dealer begins by bidding the number of tricks they believe they can take, or will be forced to take. Continuing to the left, all players announce their bid. The last player to bid (the dealer) cannot bid the number of tricks that would make the total number of tricks bid equal to the total number of tricks available in the round. In other words, someone's gotta lose.

Play

The (first) player making the highest bid begins by leading a card. The primary value is considered the lead value.

Continuing to the left, players must follow suit if possible. If a player can't follow suit, they may play trump and try to win the trick, or throw off (sluff) and definitely lose the trick.

The winner of the trick leads the next trick and so on until all the tricks have been played in this round. Score the round before moving on the next round.

Scoring Only players making their *exact* bid earn points. These players get 10 points for making their bid plus one point for each trick taken.

Winning The player with the most points at the end of 13 rounds is the winner and most CLEVER.

Tips A player may get rid of a strong secondary value by leading with that card's primary value.

If a player has taken more tricks than they bid, they may wish to try to make others miss their bids as well by taking even more tricks or sluffing depending upon whether the hand was overbid or underbid, respectively.

When bidding, a player should be careful to only count on any card in their hand once. For example, a card with two strong values such as the J♠/A♥ should only be relied on for one trick.