



Think Ahead™

For 2 to 4 Players

Description

Think Ahead is a trick/trump game played in five rounds. The object of the game is to score the most points by taking tricks. The CLEVERest players will *think ahead* to the second half of each round when the game is turned upside down!

Setup

Remove jokers from deck, shuffle and deal four cards to each player. (Players are dealt an additional two cards in each successive round up to the fifth round when each player is dealt 12 cards.)

The dealer turns over the top card from the remaining deck to determine trump. Trump begins as the solid suit.

Players should arrange their hands with the solid value of each card on top to play the first half of each round.

Play

The player to the left of the dealer leads with any non-trump card from their hand. (If this player has only trump, trump may be led.) Continuing to the left, each player plays a card, following the lead suit when possible. If following the lead isn't possible, the player may play a trump and try to win the trick or play any other suit and definitely lose the trick. The trick is won by the highest card of the lead suit unless trump was played, in which case the highest trump wins.

Once trump has been played, it can be led on any subsequent trick in the round.

The winner of the trick leads a card for the next trick.

Once half of the tricks for this round have been played, all players turn their hands upside down to play the second half of the round with the hollow values on their cards. Players will likely re-sort their hands upon turning them over.

Trump changes to the hollow suit on the trump card.

Play continues with the last person to win a trick in the first half of the round leading in the second half of the round. The rules about not leading trump until it has been played are re-set as the hollow values on the cards have not yet been played.

Winning

Each trick taken is worth one point. The player with the most points at the end of five rounds is declared the winner and most CLEVER.

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During the first half of each round, when a player has a choice in which card to play for a trick (i.e. they aren't limited by only having one valid card to play), they may want to *think ahead* as to what hollow values may be useful to them in the second half of the round.

Variation

Leave the jokers in the deck then choose their behavior:

- ◆ Jokers act as the smallest trump. (They still can't be led if you hold the lead suit in your hand.)

or

- ◆ Jokers can be played at any time, but never win the trick. This protects another card so it can be played later.