

• **Playing Cards/Winning Tricks:** The player to the left of the dealer leads and can play any card. Play continues clockwise. The next player must play a card of the same suit, if able, and the highest card takes the trick. However, if a player does not have a card of the same suit as led, that player may either throw a "trump" card or any other card. A "trump" card will beat any card played from the original suit led (for example; if the four cards played are Ace-Hearts, Queen-Hearts, 10-Hearts and 9-Clubs....the 9 of clubs takes the trick if clubs are trump).

A♥ Q♥ 10♥ 9♣

• **Scoring Points:** After all five tricks have been played, the hand is scored according to the chart below:

**Points to the "Bidders" or "Makers" (the team calling trump)**

- 1 Point if win 3 or 4 tricks
- 2 points if win all 5 tricks
- 1 Point if "go alone" and win 3 or 4 tricks
- 4 Points if "go alone" and win all 5 tricks

**Points to the "Defenders" (the team who does not call trump)**

- 2 Points if "Makers" take fewer than 3 tricks

Record points by rotating scoring wheel. First team to 10 points, wins the game.

There are many variations to the basic game of Euchre and in this game we offer one more, **Euchre No Trump**. Please note on the "trump die" that there is a side which says, "no trump". This new Euchre variation allows for players to call "no trump" during the second pass of bidding as described under Bidding/Making Trump section above. Under a no-trump bid, the game is played without trump with the highest card from the suit led taking the trick. The feature of "Bower" is not used in this game variation with the ranking of cards from highest to lowest, therefore being, A-K-Q-J-10-9.



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# Instructions



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## Contents:

- 2 decks of custom playing cards, 2 scoring wheels, 1 trump die

**The History of Euchre:** Euchre is a popular card game in the Upper Midwest and Northeast US. It is also played in Canada, Great Britain, Australia, and New Zealand. The game's roots trace back to Europe where versions of Euchre have been played for centuries in Germany, France, and England. It was immigrants from these countries who brought the game to North America in the early 1800's.

**Number of Players:** Euchre is a 4 player, trick-taking, "trump" card game played in partnerships of 2 players who sit opposite each other during the game.

**Object of the Game:** To be the first team to score 10 points. Euchre is played in rounds (*as many rounds as required for one team to score 10 points*). In order for teams to score points they must take at least 3 of 5 tricks played during each round (*see Scoring Points section below*).

## Game Set Up:

Before starting the game all players should be familiar with the following basic set-up features of Euchre:

- **Deck of Cards:** Enclosed are complete decks which can be used to play any game of cards. However, North American Euchre is played with only 24 cards consisting of 9-10-J-Q-K-A of all four suits (spades, hearts, diamonds and clubs). Therefore, remove all other cards from the deck (2's through 8's) and place them to the side as they will not be used for Euchre.
- **Scoring Wheel:** Each team has a scoring wheel to keep a running total of their team score. Rotating the front wheel ring shows the correct score/number in the window. At the start of the game, have the number "0" show in the window.
- **Trump Die:** For each hand place the wood die so that the "trump" suit is showing.
- **Euchre Terminology:** Euchre uses the following terms:
  - **Trump:** These are the most powerful cards of a round. They primarily relate to a specific "suit" bid (a similar concept for players familiar with bridge or spades).
  - **Euchre'd:** When the "bidding" team fails to take at least 3 tricks.
  - **Blind:** The stack of 4 cards remaining after the "deal".
  - **Trick:** One round of cards, played during a Euchre hand.
- **Bower and Card Ranking:** The highest cards in any given round are known as "Bowers". The "Jack" of the trump suit is referred to as the "right bower" and the "Jack" of the suit of the same color, the "left bower". For example, if spades are trump, the Jack-Spades is the "right bower" and Jack-Clubs the "left bower". The ranking of cards of the **trump suit** is as follows:

**Jack** "Right Bower"

**Jack** "Left Bower"

**Ace** (of trump suit)

**King** (of trump suit)

**Queen** (of trump suit)

**10** (of trump suit)

**9** (of trump suit)

The ranking of cards for **non-trump** suits is A-K-Q-J-10-9 (as per most other card games).

## Game Play:

- **Dealer:** Players draw cards with highest card drawn becoming the dealer. The deal passes clockwise after each hand is played. Euchre etiquette calls for the Dealer (after shuffling) to offer the player to his right the option of "cutting the cards" prior to dealing.
- **Dealing the cards:** 5 cards are dealt clockwise to each player (thereby, resulting in 4 cards not being used and placed in a pile face down - referred to as the "blind"). It is common practice for the dealer to deal a Euchre hand with 2 passes. On the first pass of the deal, the dealer's opponents are each dealt 3 cards and the dealer and his partner, 2 cards each. On the second pass of the deal, it is reversed and the dealer's opponents receive 2 cards and the dealer and partner 3 cards. After all cards are dealt, dealer flips over the top card of the "blind" which reveals the "trump" suit.
- **Bidding/Making Trump:** The player to the left of the dealer gets the first opportunity to accept or decline the suit turned up on the "blind" as trump. If the player "accepts" the suit, they say, "pick it up", whereby the dealer adds the card to his hand and discards one card face down on the "blind". If a player declines the trump card, they say "pass". Play continues as such around the table. If, however, the first 3 players "Pass" and the dealer also passes, the trump card is turned over and bidding continues with the next player having the opportunity to declare any trump suit (as long as it is different from the suit just turned over). As soon as any player calls trump, play may begin.

If during the bidding no one, including the dealer, declares trump then it is declared a misdeal with the next deal passing to the left. However, if players agree at the start of the game to "*stick it to the dealer*" rules, then the dealer must declare a trump suit (and no misdeals are allowed).
- **Going Alone:** Once trump is established, the player calling trump (either by telling the dealer to "pick up" or calling his own trump) may decide whether to play the hand alone (without his partner participating). If he wishes to do this he declares, "Going Alone". This is usually done if a player has an exceptionally good hand and, while more difficult, can result in more points scored (see "Scoring Points" section below).