



Free Game # 4 from Invisible City Productions, Inc.

**A quick card game for two or four players  
by Jonathan A Leistiko and Frank Truelove.**

### **Object:**

To gather Tricks by making the sum of the cards in play equal 21, or by forcing the player to your left to cause the sum of the cards in play to exceed 21

### **You Need:**

- A standard Poker deck (Jokers optional),
- Paper and pencil to tally Tricks.

### **Setting Up:**

- Remove the Jokers from the deck (they're not used in the basic game).
- Choose a player to shuffle the deck and deal. Each player gets 5 cards, which he or she may look at and should arrange from low to high.
- After dealing, the Dealer should set the deck face-down in the middle of the table and turn the top card over to start the first Trick.

*Variant* - You may find the game more enjoyable if you deal out one less card per player for every player more than three (Four players get four cards each. Five players get three cards each.).

### **Play:**

- Up 'N Over is played in Tricks. The Dealer begins the first Trick of the game: after that, each Trick begins when the last player to take a Trick takes the top card of the deck, places it face-up on the table, and announces its value. Starting with the player to their left, and proceeding clockwise, each player must play a card on the Trick, calculate the sum of all cards in the

Trick, and announce the sum. Sums are calculated by using the list of "Card Values," below.

- If the sum is less than 21, then play continues normally. If the sum is equal to 21, then the current player takes the Trick. If the sum is greater than 21, then the player to the current player's right takes the Trick. Whoever takes a Trick adds a Trick to his or her score, and gathers the cards from the Trick into a pile face-down in front of him or her. Once taken, the cards from a Trick may not be looked at.
- When a Trick is taken, each player with less than 5 cards in his or her hand (starting with the player who took the Trick, and proceeding clockwise) draws up to 5 cards in hand. If there are not enough cards to fill all hands, then take the cards from all previous Tricks, shuffle them to create a new deck, and continue filling hands and playing as normal.

### *Card Values*

- 2 through 10: Face value
- Ace: 1 or 11, declared when played
- Jack: no value
- Queen: -2
- King: -4

### **Winning:**

The first player to take 21 Tricks wins.

### **Origin and Credits:**

Frank and I sat down one afternoon and decided to make up a new card game. The idea to do so and the rules of play were much more a product of Frank's creativity than my own (just giving credit where credit is due). The game is called Up & Over because of how it plays: Up, up, up, and (usually) over.

### **What is a Trick?:**

Hoo boy. Well, let me start by saying that once you understand what a trick is, you'll have learned one of the basic elements of hundreds and hundreds of card games. Let me start by saying this:

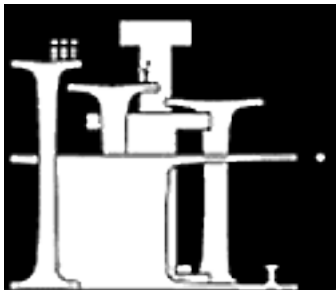
- A trick is a pile of cards created by a sequence of play in accordance with the rules of the game.
- Tricks have a beginning and an end.
- At the end of a trick, it is taken by a player.

- You'll usually keep track of the number of tricks you take because it can determine whether you win or lose the game.

In many card games (including Up 'N Over) a trick begins when a player (as determined by the rules) plays a card in the middle of the table. Proceeding clockwise, the other players take turns playing a card in the middle of the table (also in accordance with the rules of the game) until a certain condition is met. In Up 'N Over, that condition is met when the sum of the cards in the trick (pile of cards) is equal to or greater than 21.

At this point, the trick ends and you figure out who "takes" the trick. In many card games, the player who played the highest appropriate card on the trick gets to take the trick. In Up 'N Over, who takes the trick is determined by the sum of the cards. If the sum is equal to 21, then the last player to play a card on the trick takes the trick. If the sum is greater than 21, then the second-most recent player takes the trick. Taking tricks is a good thing to do in Up 'N Over and keeping track of how many tricks you've taken is important, because the first player to take 21 tricks wins the game.

So, a trick is a pile of cards created by a sequence of play in accordance with the rules of the game. Tricks have a beginning and an end, and tricks can be lost or taken. You'll usually want to keep track of the number of tricks that you take because it can determine whether you win or lose the game.



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