**BARNGA Game Rules: Five Tricks**
* A Card Game Easy to Learn and Easy to Play

**Cards:**
Only 28 Cards are used—Ace, 2, 3, 4, 5, 6, and 7 in each suit. Ace is the lowest card.

**Players:**
Usually 4-6; sometimes varies.

**Deal:**
The dealer shuffles the cards and deals them one at a time. Each player receives 4-7 cards. (or some other amount, depending on the number of players).

**Start:**
The player to the left of the dealer starts by leading (playing) any card. Other players take turns playing a card. The cards played (one from each player) constitute a trick. For the last trick, there may not be enough cards for everyone to play.

**Winning Tricks:**
When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

**Continuation:**
The winner of the trick leads the next round which is played as before. The procedure is repeated until all cards have been played.

**Following Suit:**
The first player for each round may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card).
If you do not have a card of the first suit, play a card of any other suit.
The trick is won by the highest card of the original lead suit.

**Trumps:**
In this game, spades are trumps.
If you do not have a card of the first suit, you may play a spade. This is called trumping.
You win the trick even if the spade you played is a low card. However, some other player may also play a trump (Because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

**End/Win:**
Game ends when all cards have been played. The player who has won the most tricks wins the game.

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