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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