

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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