

DIRTY MONEY

a trick-taking caper for 3-6 thieves



The Rules of the Game

Getting Started

First, determine how many rounds you will play. Each round takes about 10-minutes.

You will need to find the 6 “cleaner” cards (the purple ones) and separate them from the rest of the deck. Then make sure each player gets a score card.

Round Setup

Deal each player a cleaner (the purple cards) and shuffle the rest of the deck. Make sure one cleaner card dealt to players has the “First Player” text across the top. The player with this card will lead the first trick using any card in their hand. Deal the remaining cards out to each player to form their hand for the round.

Optional Variant

Remove a number of card from the main deck equal to the number of players before dealing them out. This will create a round with “imperfect information” for a twist!

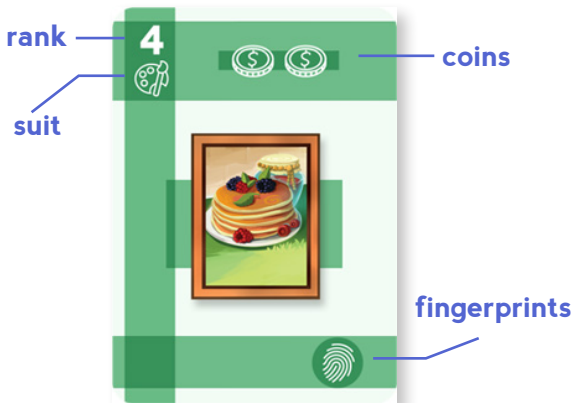
this is a cleaner card



Game Play

This game is played in a series of “tricks”. For each trick, the lead player plays any card from their hand. The suit of this card becomes the Lead Suit for that trick. In clockwise order, each other player then must play a card from their hand which matches the lead suit. If they do not have that suit, they may play any card from their hand.

After each player has played one card into the trick, whomever played the highest rank of the lead suit takes the trick. They collect all the loot, and will add all coins and fingerprints to their total at the end of the round. That player then leads the next trick.



Cleaners and Breaking Suit

Cleaners act as trump cards and they can be played at any time. When a player uses their cleaner, the lead suit is broken. This means any players after them may play any card from their hand, regardless of suit. The player who played a cleaner automatically wins the trick, and they wipe *all* fingerprints from that trick clean. Only the coins from this trick will be tallied at the end.

If more than one person plays a cleaner in the same trick, whomever played the last one wins the trick.

Game End

After all cards have been played in a round, each player must add up all the coins and fingerprints they have collected during the round. Make sure you do not count the fingerprints from any tricks taken with cleaners.

Cards are then shuffled and a new round is dealt in exactly the same manner as the first.

Once all rounds have been completed and totaled, the player with the most fingerprints gets busted. Of the remaining players, whomever has the highest coin total is the winner!