

## Fibonacci's Trump v. 3.1.1

By David Kahnt

2-4 players (best with 4)

Approximate time: TBD

### Goal:

- Collect tricks through playing cards depending on the color that is led, using the trump color when able. Points are determined by the symbols on the cards: the number of the symbols that is the same as the **Symbol Indicator** collected determines how many points you are awarded each round.

### Items needed:

- Deck of *Fibonacci's Trump* cards.
  - 50 cards containing 5 colored suits numbered 1 – 10.
  - Each colored suit has 5 symbols ( $\oplus \bigcirc \square \star \mathbb{W}^1$ ) equally distributed.
  - The 5 symbols each appear **twice** in each **color suit**, equally distributed: no two numbers have the same symbol.
- Paper and writing implement to keep score.

### Setup:

- Take the **Trump** and **Symbol Indicator** cards and place face-up them so that everyone playing can easily see.
- Randomly choose a dealer.
- In clockwise fashion deal out the deck to the players, one at a time, starting with the player to the dealer's left.
- Deal out the cards until there are two cards left:
  - The *first card* is put on the **Trump Indicator** card: The *color of this card* becomes the **Trump Indicator – the color that becomes the trump color**.
  - The *second card* is put on the **Symbol Indicator** card: The *symbol of this card* becomes the **Symbol Indicator – the symbols you want to collect and score**.

### Gameplay: (same premises as trump/trick-taking card games)

- Play begins with the player who has the **lowest number** of the **trump color** in their hands and they must prove it.
  - (e.g.: If **red** is showing as **trump**, then whoever has the **red 1** begins – if the **trump card** shows **red 1**, then it falls to **red 2** – if the **trump and symbol** cards both show **red 1 and red 2**, then **red 3** starts, etc.)
- That player leads the trick with any card.
- In a clockwise direction every other player *must play a card* into the trick.
- Players *must* play the *same color suit* as the first player had originally played, if they have it.
- If a player *cannot* play the same color, any other card may be played.
- The trump color beats all other colors in the trick (including the originally led color suit).
- The person who put in the highest numbered card (of the originally led color suit *or* trump suit) wins the trick.
- The player who won the trick receives it and **leads** the next trick.
- Play resumes until no more there are no more cards in players' hands.
- The player **who won the final trick** is awarded the cards on the **Trump Indicator and Symbol Indicator**.
  - That player **also becomes** the dealer for the next round and starts the first trick.

### Scoring:

- Each player reveals all the cards they won during the course of the round.
- Players total up the **total number of symbols that was the same as the Symbol Identifier**.

# of Symbols:	0	1	2	3	4	5	6	7	8	9	10
Points Awarded:	0	0	1	1	2	3	5	8	13	21	34

- Play until a player hits **144**. If there is a tie, play another round. The person with the highest total: **wins!**

<sup>1</sup>  $\mathbb{W}$  → to be replaced by 'three wavy lines' (as seen in Zener Symbols).