Alpine Tricks for 3 & 4 Players

Detailed Game Manual



3-4 Players



Ages 12+



20 to 30 Minutes

Alpine Tricks for 3 & 4 Players

This assumes you are already familiar with the rules of Alpine Tricks for two players. The basic mechanics of tricks remain the same.

However, there is no draw pile: Players must always follow these rules from the very start.

- ➢ If the player can win a trick by playing a higher card of the same suit, they must do so.
- ➢ If the player cannot win the trick with a higher card of the same suit, they must play any card of the same color available to them.
- ➢ If a player cannot match the color at all, they must play an advantage card.
- ➢ Only if none of the above are possible may a player play a card of their choosing

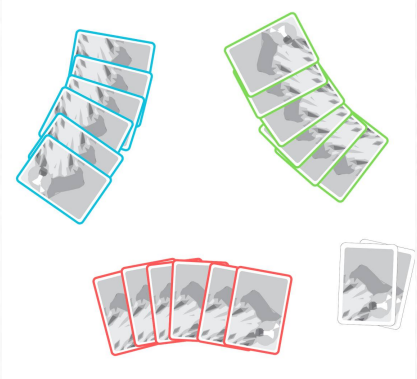
If a player is caught not obeying these rules, they automatically lose the hand, and the opponent is awarded 3 victory points!

The game is played with 20 cards, and the setup depends on the number of players:

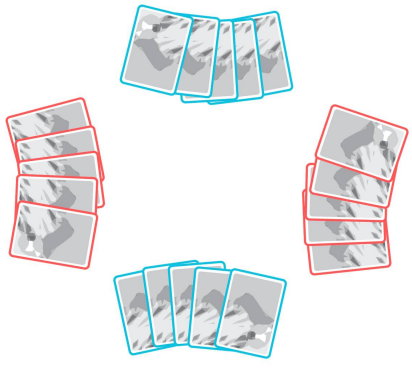
With 3 players – There are no teams; it's a free-for-all. Each player receives 6 cards.

With 4 players – The game is played in teams of two, with partners sitting opposite each other. Each player receives 5 cards.

To capture points, advantage cards and chains work the same as they do in the base game, and hands are still won by reaching 66 card points. However, rounds now go up to 24 victory points.



3 Player Set Up



4 Player Set Up

Start the Game

At the start of the game, the dealer deals 3 cards to the player seated to their left. This player must then choose which color will have the advantage for this hand.

If this player presents a chain with the advantage color, it only adds 20 points. For all other players, chains with the advantage color still add 40 points as usual.

Once the advantage color has been selected, the dealer continues dealing the remaining cards:

In a 3-player game, each player receives 6 cards and the remaining 2 are placed face-down in a separate pile.

In a 4-player game, each player receives 5 cards.

Now the betting starts (see the following chapter). After the betting, unless the bet states otherwise, the player to the left of the dealer starts the first trick.

Don't forget: Players must match color if possible, play an advantage card if they cannot, and only then play a card of their choosing.

Also, don't forget to end the game once you (or your team) reach 66 points :)

Bets

A major change in this version is the introduction of bets. At the start of each hand, players can either place a bet or pass. Bets increase the stakes, offering extra victory points if completed. However, failing to fulfill a bet awards those points to the opponent or opposing team.

How Betting Works:

1. Each player may either place a bet or pass. Betting begins with the player to the left of the dealer and continues clockwise.
2. If a player passes, they are now out of the betting process for this hand and cannot place a bet later.
3. Only one bet can be active at a time, and each new bet must be worth more points than the current bet.
4. Betting ends when all remaining players pass in sequence.

Doubling and Redoubling:

- Instead of placing a new bet, a player may double the current bet, increasing its value.
- If a bet is doubled, the player who originally placed it may redouble once in response.
- Players who passed earlier may still double an active bet, but they cannot place a new one.

Types of Bets

There are four types of bets, each with its own conditions and rewards:

Flash (6 points)
The player must reach 66 points within 3 tricks alone! Tricks won by their partner do not count.

Streak (6 points)
The player's team must win all tricks, and advantage cards still apply. If this bet was placed by the team that did not choose the advantage color, its victory point value is doubled.

Break (9 points)
The player's team must win all tricks, but advantage cards have no effect. The player who placed the bet starts the first trick.

Void (9 points)
The player must avoid winning any tricks to succeed, but they start every trick, regardless who takes the tricks.

Example Betting Round:

This is a three-player game. Player #1 has dealt the cards, and Player #2 has chosen the color with advantage.

- ➢ Player #2 places the first bet, saying, ***"I bet I can make a Flash."*** This is a 6-point bet.
- ➢ Player #3 can only place a higher-value bet. They exclaim, ***"I can do a Break."*** This is a 9-point bet, making it the new active one.
- ➢ Player #1 says **"Pass"** and is now out of the betting process.
- ➢ Player #2 doesn't believe Player #3 can pull it off and yells, **"Double"**, doubling the value of Player #3's bet to 18 points.
- ➢ Player #3 has now gone a full round, so the bet is accepted. They could double again but choose not to, finalizing the bet.

Now, the game continues under the conditions of the active bet ("the break"): Player #3 starts the first trick and must win <u>all</u> tricks.

- If they succeed, they collect a whopping 18 victory points because Player #2 doubled the bet.
- If they fail, Player #1 and Player #2 each receive 18 victory points.

Scoring & Objective

If no bets were placed

Players may earn 1, 2, or 3 victory points, depending on the score of their opponents:

3 Players: Card Points of stronger Opponent	**4 Players:** Card Points of Opposing Team	Victory Points awarded to Winner or Winning Team
0	0	**3**
1 to 32	1 to 32	**2**
More than 33	More than 33	**1**

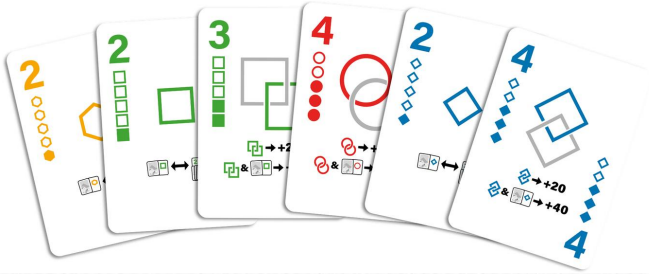
If bets were placed

When successful, betters receive points accordingly. If they are not, the opponents receive the points the betters were aiming for.

Practice

To make it a little easier to get started, here are some suggestions to choose a bet!

Advantage: ◇ 3 Players



These cards are not-so-great... or are they? One can try to go for the "Void" bet here, winning the hand by losing every trick.

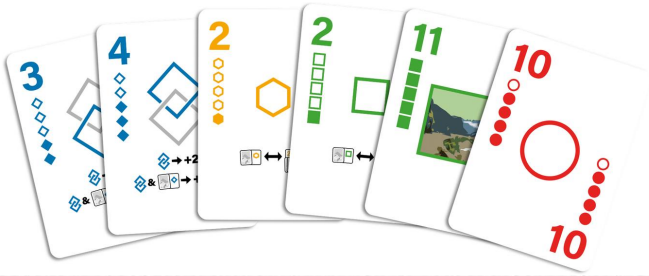
Advantage: ○ 4 Players



Perfect hand for a "Flash"!

Present the chain, lose the trick to the blue **No. 10** *- but either your blue or yellow* **No. 11** *will take care of remaining points within 2 tricks.*

Advantage: ○ 3 Players



The chain is a great and try to win the first trick for an opportunity to present it. But don't place a bet, this hand is best played normally.

Advantage: ◇ 4 Players



This one is tricky: A chain with advantage is worth a lot of points - but winning a "Break" bet is worth even more! Try it!

More strategy puzzles coming soon!

Thank you for your Support!

Rediscover the magic of old games with fresh designs at www.elsteinergames.com. We make timeless classics more accessible and enjoyable while staying true to what makes them great.

You can also find us on Kickstarter, Instagram, Facebook, and Board Game Geek, or drop me a message anytime at hi@elsteinergames.com.

Best,
Greg, Founder of Elsteiner Games

Credits & Publishing Information:
Game Adaptation, Card & Graphic Design: Gregor Lichtensteiner
Editing & Proofreading: Julia Wilmsen

Elsteiner Games™ (Trademark pending)
A DBA of Lichtensteiner LLC
Harrisonville, 64701 MO, USA
www.elsteinergames.com
hi@elsteinergames.com

© 2025 Elsteiner Games. All Rights Reserved.
Version: 1.0 – March 2025

Feel free to share this rulebook!
We love seeing more people enjoy classic games.