### Example of Scoring:
Using the example of play as noted previously, Player A did not accurately bid and only took one of the two tricks he had hoped to win (1.1). He does not get any points for bidding, but he does get one point for the single trick he won. This makes his score for the round one point (1 + 1 = 2). Player B did take the number of tricks that he predicted he was winning (1 + 1). For winning two tricks, he receives two more points.

Therefore, Player B gets twenty points for the round (10 x 2 = 20). Player C accurately bid one trick (1 + 1). He also receives one point for the single trick he won. In that trick, there was the bonus RAGE Action card, an extra 5-point bonus. For this round, Player C scored sixteen points (10 x 1 + 5 x 1 = 16).

**Winning:** The game ends after ten rounds. The first round is scored. The player with the highest score is the winner. In the case of a tie, the player who had the most rounds in which he bid correctly is the winner.

### Score Sheet Explained:

- **Hitting Score Card:** Shows the score for the round.
- **Bid Practice:** Indicates the bid for the round.
- **Round Score:** Shows the points earned for the round.

### Variants:

- **Action Card Variant:** A player may play an Action Card even if the hand has a card in their hand that follows suit.
- **Each player writes a bid on a piece of paper.** The bids are only disclosed after the last trick of the round is taken.
- **If a player wins all the tricks in a round, he receives two points for each trick taken, instead of only one. This does not count in the last round where there is only one trick.

### Game Instructions:

**Number of Players:** 2 to 4

**Equipment:** One RAGE deck of 110 cards as follows - 3 colored sets of 18 cards (numbers 0 to 10, red, green, purple, orange, yellow and blue), and 14 Action cards (2 Wild RAGE, 4 Change RAGE, 4 Out RAGE, 2 Bonus RAGE and 2 Mid RAGE).

**Key Words:** RAGE is an trick-taking card game, and the following definitions will be helpful to those unfamiliar with trick-taking card games.

- **Trick:** Each player plays one card from their hand at a time. This makes one trick.
- **Round:** A round made of the same number of tricks as each player has cards to play. (example: A player starts with 5 cards = 5 tricks = 1 round)
- **Suit:** A suit is made of cards of the same color (yellow, blue, red, green, orange, and purple).
- **Leading:** When a player starts a trick by playing a card, this is known as leading.
- **Following Suit:** After a player leads a card, the remaining players must follow suit, which means, each player must play the same color of card as that which is led, if they have one. If they cannot follow suit, they can play any card in their hand.
- **Trump:** If a player does not have a card of the color led for the trick, they may play a card in the trump color (the color of the card that is on the top of the Trump Plus), and thus win the trick. If none of the trump cards are played in a trick, the trump card with the highest value wins the trick.
- **Bid:** After the players have been dealt their cards, they consider how many tricks they plan to win (zero to the number of cards in their hand).
- **Winning the Trick:** The player who played the highest card in the color which
led the trick wins the trick, unless a trump card is played. Then the highest card in the trump color wins the trick.

OBJECT: To be the player with the highest score by accurately bidding the number of tricks you will win per round.

SETUP: Choose a player to be scorekeeper and write the names of the players along the top of the score sheet (the acting score holder). Choose someone to be the first dealer. Then the cards are shuffled and 10 cards are dealt to each player. After each round, the player on the dealer’s left becomes the new dealer.

DEAL: In the first round, each player is dealt ten cards. In the second round, each player is dealt nine cards. In the third round, each player is dealt eight cards, then seven cards, etc., until the tenth and final round when each player receives only one card.

After the deal, the remaining cards are placed face down in the middle of the table to form the Trump Pile. The top card from this stack is turned over and placed on top of the pile. This card determines the trump color for the current round. If an Action Card is turned over, continue to turn over cards until a colored card is revealed.

BIDDING: After the players have sorted their cards by color and value, they consider how many tricks they plan to win this round ranging from zero to the total number of cards in hand. Bidding begins with the player to the dealer’s left. Each player states how bids.

Note: It is possible for the total number of bids from all the players to exceed the number of available tricks. The score keeper writes the bids on the score sheet.

PLAY: 1. The player to the left of the dealer leads with a card from his hand by placing it face up in the center of the play area. Play passes to the left.

2. All players in turn, must lay down one card face up from their hands into the center of the play area.

3. Each player MUST follow suit. If it is not possible to follow suit, the player may play any card from his hand including a trump card or action card.

4. When all players have played one card, the trick is complete.

5. The trick is won by the highest numbered card of the lead suit. But, if any trump cards are played in the trick, the trick has been trumped, and the highest trump card wins the trick.

6. The player who wins the trick gathers the cards played and places them in a separate pile face down to help keep track of the number of tricks won.

7. The player who wins the next trick by leading with a card from his hand. (Note: The first card of a trick may be an Action Card. The second card played in a trick begins with an Action card. The third card played in a trick begins with any other card. If a trump card or Wild card is played, the player will determine the lead suit of the trick. If only Action cards, including Wild Flage cards, are played, the first card played in the round wins the trick.

RULES FOR USING ACTION CARDS: A player may only play an Action card if it cannot follow suit or they are leading. Action cards do not belong to any of the six suit colors.

OUT RAGE: When this card is played, the trump card on the trump pile is turned face down. There is no trump for the trick or the rest of the round. Any trump cards played in the trick are counted as normal color cards. The player who played the highest card of the color that the trick is played wins the trick. Future tricks are played without a trump color until a Change Rage card is played.

BONUS RAGE: The winner of the trick which includes this Action Card has five points added to its score at the end of the round.

CHANGE RAGE: When a card is played, the player immediately searches the Trump Pile and places a new color card on the opposite color as the trump card on top of the trump pile. The new color must be a different color than the previous trump. The new card determines the trump color for the trick and any further tricks. The previous trump color is no longer valid for this trick.

BAD RAGE: The winner of the trick which includes this Action Card has five points subtracted from its score at the end of the round.

Wild Rage: When the Wild Rage card is played, the player must click on the color that will be the Wild color. The players who are not able to choose a color are eliminated from the game. The winner of this trick will go on to play the next trick.

EXAMPLE OF PLAY:

In round seven, Player C deals only four cards to each player. Players review their cards to predict the number of tricks they hope to win. Player A announces that he will win two tricks. Player B predicts two tricks. Finally, Player C claims to win one trick. Player A, who is to the left of the dealer, leads.

Player A chooses to lead with a Black 15. Player B does not have any black cards, so he may play any card from his hand. Player B chooses to play the Yellow 2 (the trump suit). Currently, Player B is winning the trick with the trump suit. Player C places a Black 2 because he must follow suit of the leading card (the Blue 15). The trick is now complete and Player B wins. Player B’s yellow 2 may be a low value card, but because he is a trump card it beats the other cards played. Since Player B won the trick, he gets to lead and start the next trick.

Player B leads this trick with a Green 10. Player C doesn’t have any Green cards and may play any card from his hand. Player C plays the Change Rage card. At which point, Player C searches through the Trump Pile and places a Red Card on top of the Trump Pile as the new trump suit. Player A has to follow with the Green 12 matching the suit that is played. Having the highest value card of the suit that was lead, Player A wins this trick.

Player C leads the third trick with a Bonus Rage card. Seeming as the trick was led with an Action card, Player B can play any card from his hand. This will determine the lead color for this trick. He plays the Orange 7, which is currently winning the trick. Player C trumps the Orange 7 with a Red 10. Player C wins the trick and will lead the final trick. Player C will note that he received a Bonus Rage card for winning this trick.

With all of the cards played, the round is now complete. The players count up the numbers of tricks they won. Player A won one trick, Player B won two tricks and Player C won one trick that included a Bonus Rage card which will give Player C a five point bonus.

SCORING: After all tricks in the round are completed (the players no longer have cards in their hand), the round is scored. Each player receives points as listed below:

-1 point for each trick won.
+6 points for each Bonus Rage Action card in the trick won.
+6 points for each Make Color Action card in the trick won.
+10 points for correctly predicting the exact number of tricks they would win.
-10 points for correctly predicting the exact number of tricks they would win.

Exception: Only -6 points for correctly predicting that they would win zero tricks. -6 points for failing to correctly predict the number of tricks they would win. The total number of points is recorded on the score sheet.