

SARKOPHAG

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amigo-spiele.de/05973

Players: 3-6

Ages: 8 and up

Duration: about 15 minutes

In their greed for spectacular finds, inconsiderate researchers opened ancient sarcophagi and rudely disturbed the peace of the mummies resting within. Now, the musty chaps are wandering through the catacombs, proving to be surprisingly clingy! Who really wants to get wrapped up in the company of guys like these, who are not - exactly spring chickens any more? Don't worry, though: with a bit of skill and a whiff of fresh tactics, you should be able to avoid finding too many of these fickle friends stowed away in your luggage...

THE GOAL OF THE GAME

Sarcophagus is a trick-taking game. In each trick, every player plays a card in turn. The player who plays the highest or the lowest card takes all the cards in that trick. Most cards show little mummy heads. The winner is the player who has the **fewest** mummy heads at the end of the game.

GAME PIECES

60 cards, valued from 1 to 60.

GETTING READY TO PLAY

The last player to see a mummy shuffles all the cards thoroughly and deals 10 cards to each player, face down. Cards that are not dealt can be set aside—you won't need them until the next game.

HOW TO PLAY

The First Card in a Trick

The player to the left of the dealer leads the first trick by playing one card from their hand. On subsequent tricks, the winner of the last trick leads. The other players follow in clockwise order from the leader.

Important: A card with **5 mummy heads** cannot be played as the first card in a trick, unless the leader only has such cards left in hand.



The Second Card in a Trick

The second player determines, by way of the card they play, whether the other players need to play a higher or lower card on the trick.

If the Second Card is Lower than the First

If the second player's card has a value that is lower than the first player's card, all the other players must also play a card whose value is lower than the first player's card.

The player who plays the lowest-value card on the trick has to take the trick.

Example: Nick leads the trick and plays the 22. Clark is the second player and plays the 20, which means that all other players must play cards lower than Nick's 22. Henry is next and plays the 14. Finally, Daniel plays his 15. All players were able to play cards lower than Nick's 22. Henry played the lowest card (14) and has to take the trick with its 10 mummy heads.



Nick



Clark



Nick - 1. card



Clark - 2. card



Henry



Daniel



Daniel



Henry

Note: If any players cannot play a lower card—because they only have cards with a value higher than the first player's card—those players must instead play a higher card. In this case, the player who plays the highest valued card has to take the trick.

Fold Lines

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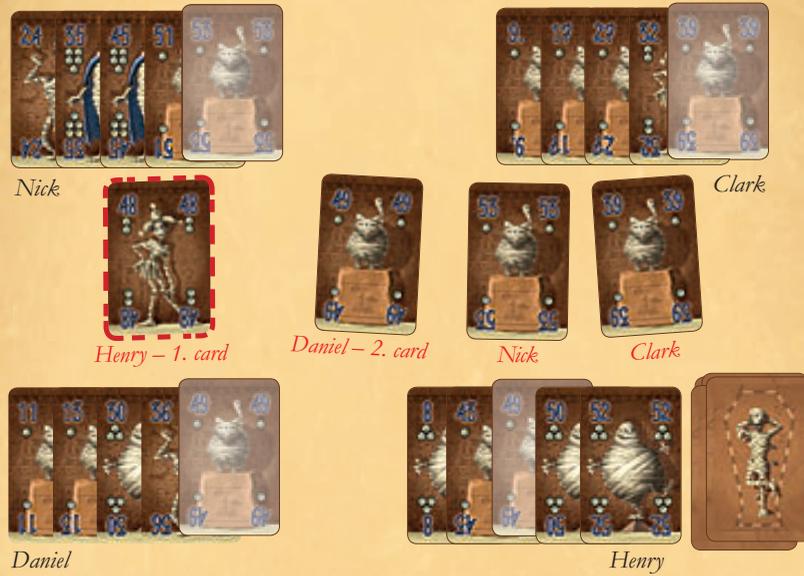
If the Second Card is Higher than the First

If the second player's card has a value that is higher than the first player's card, all the other players must also play a card whose value is higher than the first player's card.

The player who plays the highest-value card has to take the trick.

Note: If any players cannot play a higher card—because they only have cards with a value lower than the first player's card—those players must instead play a lower card. In this case, the player who plays the lowest valued card has to take the trick.

Example: Henry took the last trick, so he has to play the first card on the next trick. He plays the 48. Daniel plays the 49, thereby determining that all players must play cards with a value higher than Henry's 48. Nick manages to do so by playing the 53. Clark however doesn't have a card higher than 48 in his hand, so he plays the 39, trying to at least avoid getting too many mummy heads. He has to take the trick with its total of 5 mummy beads.



Example: Clark leads the next trick, because he took the previous one. He plays the 9. Henry plays the 8, which determines the direction. Daniel doesn't have a card lower than 9, so he plays the 36, a card without mummy heads. This is a great opportunity for Nick to get rid of his 35. While neither Daniel nor Nick could play a card lower than 9, it's Daniel who has to take the trick (with 9 mummy heads) because he played the highest card (36).



The game continues in this manner until all 10 tricks have been played.

THE END OF THE GAME

When all 10 tricks have been played, each player adds up the mummy heads on their cards. The player (or players) with the fewest mummy heads wins!

Playing Over Several Rounds

Before the game begins, the players can agree on a certain number of mummy heads (e.g., 100). The game ends as soon as one or more players have exceeded this limit at the end of a round. Again, the player (or players) with the fewest total number of mummy heads wins.

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