
Five Tricks A Card Game Easy to Learn and Easy to Play

Cards	Only 32 cards are used—Ace, 2, 3, 4, 5, 6, 7 and 8 in each suit. Ace is the lowest card.
Players	Usually 4-6; sometimes varies.
Deal	The dealer shuffles the cards and deals them one at a time. Each player receives 5 cards.
Play	The player to the dealer's left starts by leading (playing) any card. Proceeding clockwise, other players take turns playing a card. They must follow suit (This means that you have to play a card of the same suit as the first card.). If you do not have a card of the first suit, play a card of any other suit.
Winning Tricks	When each player has played a card, the highest card of the original lead suit wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.
Continuation	The winner of the trick leads the next round which is played as before. The procedure is repeated until all cards are played.
Trumps	In this game, spades are trumps. You may play a trump any time you want—even if you have a card of the first suit. This is called trumping. You win the trick even if the trump you played is a low card. However, some other player may also play a trump. In this case, the highest trump wins the trick.
End/Win	Game ends when all cards have been played. The player who has won the most tricks wins the game.
Round	A round consists of 5-minutes of play. At the end of a round, the player with the most wins moves clockwise one table, and the player with the least wins moves counterclockwise one table. Use rock, paper, scissors to break ties.

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