Fairmarket Games

Card Games from the Dew Point Universe
By James Ernest and Crab Fragment Labs
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The *Fairmarket* deck is a three-suited deck from the Dew Point universe (*After the Fog*, *Shipwrights of Marino*). This document describes the deck and various games you can play with the deck. More games are being added from time to time, so please check Crab Fragment Labs for the most current version of this document.

Game 1: Fairmarket (and variants)
Bidding Game
Beta Rules V 1.1: November 11, 2023

> **Players:** 3 to 6 (See variant rules for 2 below)
> **Components:** The *Fairmarket* Deck and 30-50 coins per player
> **Optional:** A betting layout, shown on page 2
> **Playing Time:** Five minutes per hand

Background: Along the South Coast of DeVere, from Acora to Paqino, the sailors and tradesmen of the Annet Sky play a fast-moving card game called *Fairmarket*. Based loosely on the classic trump games of Marino, *Fairmarket* challenges players to calculate odds and predict their opponents' decisions.

Summary: Players will arrange and reveal five cards in sequence, trying to win money from five stations in the center of the table. Cards in each station set the high suit for that station, and these leads can win and lose coins themselves, which carry over to the next hand. Fairmarket has many variations, with different and challenging sets of rules, described below.

The Deck: The traditional card deck of the Kingdom of DeVere is a three-suited deck of 54 cards. The specifics of the deck differ from place to place, including the names of ranks and suits. Along the South Coast, the most common version of this deck is the Knotts or Seaside Deck. It uses the traditional naval suits of flags (red), bells (green), and cups (blue).

The eighteen ranks in each suit are divided into three main blocks: the "Flats" (nine cards valued Ace to nine), the "Doubles" (six cards valued 10 to 60), and the "Royals" (three cards with names and portraits: Page, Consort, and Queen). In many games, including Fairmarket, the Ace is the highest card, ranked higher than the Queen. *Note that the Crab Fragment version of this deck uses dots to help players remember the rank order of the face cards.*

A Fairmarket betting layout (optional)

The Stakes: *Fairmarket* is played for coins, at a total cost of five coins per hand. (See two-player rules for the exception). A stake of 30-50 coins per player is usually sufficient for an evening of play. To play a friendly game, start each player with the same number of coins, lending more if necessary, and check who is ahead at the end of the night.

Ante: Before the hand each player antes five coins, placing one into each station. If using the betting layout above, place these bets into the upper pot spaces. After this, any coins in the lower spaces, carried over from the last round (see below), move to the top.

The Deal: Shuffle the deck and deal a hand of five cards to each player, face down. Next, deal five cards face up into the center of the table, one into each station (see layout above).

Set Hands: Players arrange their cards in the order they will be played. When your cards are ready, stack them face down on the table in play order, with the first card on top. This is known as "setting" your hand. You cannot change the order of these cards except during this step. When all players have set their hands, you are ready to play out the hand.

Play Five Pots: For each station, reveal the cards that each player selected. Those cards determine who will take coins from the pot, as follows:

- **High Suit:** The card in the station, called the "table card," determines the highest suit for that station. All cards in this suit are higher than all cards in the other suits, similar to any traditional trump game.
- **Low Card:** First, the lowest card played on this station takes one coin from the pot. If there is a tie for low card (i.e., two off-suit cards of the same rank), then each of these cards takes one coin. Note that this could be any player's card, or the table card.
  - **Table Low:** If the table card is the low card, then the table takes that coin, and it is is carried over to the next round. Move that coin to the lower betting circle, to show that it is being held.
- **High Card:** The highest card played on this station takes the remainder of the pot. As with the Low, this card could be any player's card, or the table card.
  - **Table High:** If the table card is high, this money carries over to the next round.

This process repeats for all five stations, and then the round is over. If any coins have been carried forward, they will be returned to those pots on the next round, after the antes are paid.

Winning: Your overall goal is to win more money than you started with. This is not possible on every hand, but in the long term, superior players should win more. As with any gambling game, novices (no matter how green) always have a chance to win.

Entering and Leaving: Players may enter and leave the game after any round. The cost for entering a game with strangers is described below under "More About Fairmarket."

Last Hand: When the party agrees to quit the game, they may declare "last hand" before the deal. This decision must be unanimous, although in most situations, new players (those who joined the game within the last five rounds) are not allowed a vote.

After declaring Last Hand, play the hand normally, and then divide any leftover coins as evenly as possible. Any odd coins are awarded to the player who won the very last high card.

Rules for Two Players:

Players ante ten coins (two into each station), so that each pot contains a starting value of 4 coins rather than only 2. This allows the rewards to be larger for the high card rather than the low (otherwise the high and low would be worth one coin each!)

Because of this, it's reasonable to start with twice the amount of money indicated above: 60 to 100 coins per player.

All other rules are the same.

JACKPOT RULES

Almost all versions of *Fairmarket* include some sort of Jackpot. This rule provides an option for players who are able to play a bad hand for *minimum value*.

Although not technically part of the core game, Jackpot rules are nearly universal, so you should expect to find one version or another wherever you play.

Note that the two-player ante rules above also affect the administration of the Jackpot, called out below.

The basic Jackpot rule, described here, works best with smaller groups, 2 to 4. We suggest playing with Seaside Jack if you have a larger group.

The Jackpot Space: There is a "Jackpot" space on the betting layout, shown above. Without the layout, you can simply designate an area of your table.) This space is usually empty, but it can sometimes gain a coin when a large pot carries over. These coins are only for tracking; the winner of the Jackpot gets this money, as well as every carryover pot from the hand.

Growing the Jackpot: At the start of each round, if any of the carryover pots contains more than one coin per player (for example, if one pot contains four coins in a three-player game), take one coin from the largest of these pots, and put it into the Jackpot. If two or more stacks are tied for largest, take a coin only from the lower numbered one. The Jackpot cannot grow by more than one coin each round.
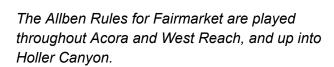
Note: With two players, because each player antes two coins, the threshold for adding a coin to the Jackpot is five coins, not three. So, if any carryover pot has five coins or more, add one coin to the Jackpot space.

Winning the Jackpot: To win the Jackpot, you must take no more coins in the entire hand than is currently in the Jackpot space. If the Jackpot space is empty, then to win the Jackpot, you must take zero coins in a full hand. If the Jackpot space contains one coin, you can win by taking no more than one coin, and so on.

Multiple Winners: If multiple players qualify to win the Jackpot on the same hand, it goes to the player who took the *fewest coins*. If this is tied, those players split the Jackpot as evenly as they can, leaving any odd coins on the Jackpot space. Note that this could occasionally result in the Jackpot growing larger (even by more than one coin) in rare cases of a multi-way tie.

ALLBEN RULES

The city of Allben is a deeply fogbound city, sleeping on the peninsula of Cap Ferrow, in West Reach. Allben was once the largest ocean port on the South Coast, but today it is only a memory of a city, where a dozen spidery towers and soot-black skyworts drift above a sprawling web of forgotten streets.

The Allben Rules for Fairmarket are played throughout Acora and West Reach, and up into Holler Canyon.

Story Cards: The three face cards are "story cards" and have special effects described below. When these cards are played "by the table," they act as cards with rank zero. When played by the players, these cards have special game effects. However, if more than one of the same story card is played simultaneously, their effects are ignored, and they act as cards of rank zero.

As a group, these cards play as blanks (they take no coins). Their effects are as follows:

- **Page:** Nicknamed the "Push" or "Put." For the rest of the hand, this player must play random cards from the deck, rather than their original set of cards. This can sometimes be a desirable effect, if one's original cards were not great.
- **Consort:** Nicknamed the "Cut," the Consort divides the current pot, deferring half the total (rounding down) into the next round. This division happens before any other cards act.
- **Queen:** The Queen is the "Quit." She causes the player to drop completely out of the round, playing no more cards. However, this player is entitled to a "tithe" of one coin from *each pot after the current one*. If a Queen is a player's last card, she takes nothing.
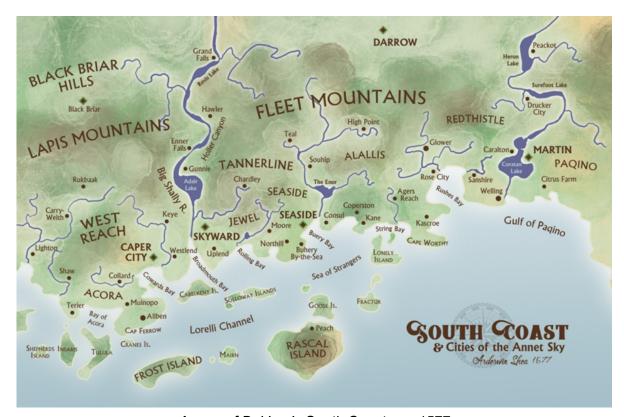
Counterfeits: Multiple story cards of the same rank, played at the same time, will cancel each other and their effects. Instead, they play as cards of rank zero, as described above (and can win for low). This means, for example, that a player who plays a Queen might be counterfeited by another Queen, and both players would end up playing the rest of their original cards in sequence. So even when you play a Quit, you would still be wise to set the rest of your hand!

Other Stories: Several variations on these story card effects are found throughout the South Coast. As you travel the lawless ports of the Annet Sky, be sure to ask the other players to explain their rules in detail, before you put your money on the table!

For example, in Lighton, the Page always takes a coin, as well as playing as the Put. This is even better than playing as a "low" since it ignores suit entirely, and always counts as low.

In Lenders (Westlend, Upland, and the smaller cities around Broadmouth Bay), two Queens don't just cancel; they still take the players out of the hand, but they also forego their tithes. This is a much harsher penalty for trying to get out early with a bad hand! (And it doesn't qualify the players to win the Jackpot, either. That would be too easy!)

And so it goes, throughout the Sky. Also, see below for how to combine these rules with Seaside Jack.

A map of DeVere's South Coast, ca. 1577

SEASIDE RULES

Seaside is the third-largest city on the South Coast, grasping the steep cliffs of Buhrey Bay. The city lends its name to the jagged county that surrounds it, the dead center of the Annet Sky. Unlike the sleeping city of Allben, Seaside prospers today, her jeweled crown standing proud above the rising gray.

This popular variation of the Jackpot rule adds a dummy player, Jack, who must be defeated to win the Jackpot. This rules set is commonly called "Seaside Jack," and it replaces the normal Jackpot above. The "Jackpot" might be named after Jack, or he might have been named after it. No one is sure.

Seaside Jack is recommended for larger groups, 4 players or more, though it can be used with any size group. It adds interesting wrinkles to the challenge of playing a bad hand.

Jack: Jack is a dummy player who receives his own stack of five cards. He starts the game with no coins, but he keeps whatever he wins. His accumulated money is the player's reward for beating him. Unlike the core Jackpot rules, the money in the carryover pots is never up for grabs; only Jack's winnings.

Changes to the Deal: Jack receives his hand in the same sequence as the live players. He plays them blind, in the reverse order they were dealt (because his last card is the top card of the stack). These cards can win high and low just like a live player, and Jack's winnings are accumulated in his own table space.

Winning Jack's Pot: All the money belonging to Jack, including those coins he collected on this round, as well as any spoils from prior rounds, is won by a player who takes *less money than Jack takes* on the current hand.

For example, if Jack takes two coins on a given hand, then only a player who took one coin or less is eligible to win Jack's money. If more than one player is eligible, the winner is the player who took the least. If that is tied, those players split the pot, leaving any odd coins with Jack.

Seaside Jack and Story Cards: When Jack plays a story card (See Allben rules, above), this works exactly as if it were played by a live player, including the potential to counterfeit other players' cards. However, when Jack plays a Page, there is no reason to replace his current random cards with a new set of random cards, so this effect is generally ignored. Jack's Page can still cancel those played by live players, of course.

More About Fairmarket:

Culture and Deck Design: The people of DeVere often describe their world in divisions of three. Where others might describe everyday distinctions as matters of black and white, they tend to include "gray" as a third option. This applies to directions, opinions, distinctions, and flavors. So it's fitting that their favorite card deck should be divided into three suits.

The suits in the Knotts deck represent the three mythical ships from the story of the Aneric Vola: Cups (water) for the predatory birds of the South Coast; Flags (fire) for the laboring beasts of the Highland plains, and Bells (earth) for the patient trees of Marino.

Each page card bears the suit icon on their clothing. This is a reference to the ancient custom of designating servants as lifelong vassals. In ancient times this was accomplished with brands and tattoos, but in modern times is more often done with heraldic livery. This tradition is the origin of the phrase "as clear as a mark on a page," which has the double-meaning of a sigil emblazoned on a servant, as well as a more mundane literal mark on a piece of paper.

Entering and Leaving, Costs and Fees: In a public game, where players can come and go before any hand, a new player who enters a game must "pay the pots," as follows: Total up all

money that is carrying forward (if any), including the Jackpot. Divide this by the current number of players, rounding up. In addition to their ante, the new player must pay this amount into the pots, distributed as evenly as possible, starting in position 1.

To avoid this entry fee, some players will hesitate to enter a game unless there are no coins carrying forward, "waiting out the carry." These players are known as "Free Sailors" or "Freesails," which is also a common term for a greedy or stingy person.

Dealing Procedure: In public games of *Fairmarket*, as with any other card game, cheating is commonplace. An accepted best practice for the dealer is as follows: Deal all required stacks of five cards, including player hands, Jack's hand, and the five table cards (also face down). Then, those stacks can be randomly distributed by another player, or by some unbiased method like a die roll.

If you trust all the players in the game, this procedure isn't strictly necessary. But it's still good practice, for the next time you find yourself at a suspicious tavern in Tannerline.

Actual Background: *Fairmarket* is based on a similar game called *Merchant's Row*, created by James Ernest and friends with a standard poker deck in March 2019. The game has been adapted into the Dew Point Universe. The three-suited deck is based loosely on the deck from *Renfield*, a trick-taking / gambling game created by James Ernest and Cheapass Games in 1997. And yes, some day we hope to adapt those rules for this deck.

Credits: Fairmarket was designed by James Ernest and the Crab Fragment Crew. Testers included Debbie Guskin, Joe Kisenwether, Nora Miller, Rick Fish, Carol Monahan, Jeff Wilcox, and many others. Map art and deck design by James Ernest.

Game 2, Tresotti

Trick-Taking Game
Version 1.31, November 1, 2023
James Ernest / Crab Fragment Labs

Introduction: Tresotti, literally "three suits," but also "three drunkards," is one of the original trump games of Marino, the capital city of DeVere. Versions of this game have been around for centuries, and the variations span the known world. The basics of Tresotti should be easy for anyone familiar with other trump games, with a few twists.

The *Tresotti* deck, which is also used for *Fairmarket* and many other games, has 54 cards in three suits. Each suit has three blocks of ranks, also called "courses": The "flats," rank 2 through 9; the "doubles," rank 10 through 60, and the "Royals," or letter cards, which are Page, Consort, Queen, and Ace. (Ace plays as the number 1 in many games, including some versions of Tresotti, but under the basic rules the Ace is always treated as high.)

> **Players:** 3 to 6 (See also the special 3-player rules, the "Sellersport Rules" below)
> **Playing Time:** 30 minutes
> **You Need:** A *Fairmarket* deck and a way to keep score.

The Deal: Shuffle the deck and deal a hand of nine cards to each player.

The Bid: Starting on the dealer's left, each player has one opportunity to bid or pass. Any new bid must be higher than the existing bid. You are bidding on the number of points you will earn, which is tallied as one point per trick (there will be nine tricks in total) plus one more point called "game." The minimum bid is three points, and the maximum available points is always ten. If all other players pass, the dealer *must* make a bid of three.

The player who makes the highest bid will lead the first trick. All other bids are forgotten.

Tricks: A trick is a round of cards, one from each player, played face up in sequence. The player who won the bid will play the first card (the "lead") in the first trick, and play proceeds to their left. This first lead establishes the trump suit for the round. All cards in the trump suit are higher than all other cards. (This all should be familiar to any player of trick-taking games).

Following Suit: Preceding to the left, each player plays one card in turn. If you can play a card that matches the led suit, you must do so. Otherwise, you may play any card.

Winning the Trick: The trick is won by the highest card, as follows: Cards in the trump suit are higher than all other cards. Cards in the led suit are higher than any other cards played on the same trick, except for trump cards, which are still higher.

In addition, cards in the same *course* as the lead (the courses are flats, doubles, and Royals) are higher than all cards of other ranks. So, for example, if a 7 is led, then *flats* are the highest course for this trick, and therefore only the 8 and 9 are higher. (If the lead is not trump, then every trump card is still higher, but within the trump suit, the same order of courses is observed.)

The player who wins the trick collects those cards, setting them aside face down, and leads the next trick. After nine tricks, the round is over and the scores are recorded. It helps to stack each trick in a separate pile, as you go, for ease of accounting for each player's score.

Scoring: Each trick is worth one point, for a total of nine available points. In addition, there is a tenth point, called "game," which is awarded to the player who collected the highest total value of doubles (the cards numbered 10 through 60, which is each worth its face value towards game). If there is a tie for game, then no one gets that point.

Bid Penalty: If the winning bidder fails to achieve their bid, they score *nothing* for the round, even if they did make points. (This is the price of being allowed to choose the trump and first lead.) Other players are not subject to this penalty, whether they had made a bid or not. Those other bids are forgotten since they did not get the advantage of leading the first trick.

Winning: The winner is the first player to reach 31 points (or more). If two or more players do this in the same round, the highest score wins. If the high scores are tied, then the winner is the player who won the bid that round. If this applies to no one, *play another round*.

Strategy: If you are familiar with other trick-taking games, you will recognize similar patterns in Tresotti. The main difference is that the 9, the 60, and the Ace are all the high cards of their own courses. Don't be fooled by the trump Ace; it is not a guaranteed trick. In fact, since that course is the smallest course, the Ace is most likely the *weakest of the three high cards*.

Sellersport Rules: The oldest variation of Tresotti is still popular in Sellersport, and is played with exactly three players. Since each deal uses only half the deck, both halves are played one after the other. Under these rules, the game can't end after a "front" hand (the first half of the deck), only after a "back" hand (the entire deck is played out.) The back hand gives expert players a chance to use their card-counting skills.

Dearworth Rules: Tresotti players in the Dearworth Valley divide the deck into only two courses, each with nine cards, with the Ace as the lowest value in the first course. So the flats are now Ace through 9, Royals include the 10-Queen. Ranks 10 through 60 are still counted for game. These players also use different bidding rewards and penalties: Should a player make their bid *exactly*, they score *double points*. On the other hand, should they fail to make their bid, they *lose the bid amount*, sliding backwards ('going set'), but only to a minimum score of zero.

Credits: Original Tresotti players are James Ernest, Carol Monahan, and Nora Miller, the original "Crab Cay Bubble." Playtesters also include Bree Goldman, Dan Goldman, Sharon Goldman, Toivo Rovainen, Cathy Saxton, and Tom Saxton, and many others.

Game 3, Scurro

Trick-Taking Gambling Game
Version 1.0, November 1, 2023
James Ernest / Crab Fragment Labs

Background: *Scurro* is a yet-untested adaptation of the *Renfield* rules to the Tresotti deck. *Renfield* was a trick-taking gambling game with a three-suited deck, originally released by James Ernest and Cheapass Games in 1999. It had some additional game information on the cards that the *Fairmarket* deck does not share, so this adaptation is our best attempt to bring that game into the Dew Point universe.

At this step this game is literally untested, but we are documenting it here so we might soon get it to the table.

> **Players:** 4 to 7
> **Playing Time:** 5 minutes per hand
> **You Need:** A *Fairmarket* deck and chips for betting, about 100 per player.

Summary: *Scurro* is a highly competitive gambling game with a trick-taking format. The goal is to take the fewest points, as long as you take at least one. Cards are worth different points and coin amounts as follows:

Rank(s)	Point Value	Coin Cost
Deuce (2)	Face Value	**Double This Trick**
Three through Nine	Face Value	1 Coin
10	Face Value	2 Coins
20	**Double All Points**	2 Coins
30 Through 60	10 Points	2 Coins
Face Cards	0 Points	3 Coins
Aces	Not Used (Suit Cards)	

Each hand is played in six tricks, in which players each play one card in turn, and the highest card takes the set. The winner of each trick leads the next one, until all cards have been played.

Cards also cost money to capture. When you take a trick you pay its cost into the pot, and the winner of the hand collects the pot.

Scurro is best with a larger group, so we recommend 4 to 7 players, though it is possible to play with as few as three players or as many as eight. Like poker, the dynamics of the game are quite different between larger and smaller groups.

The first block of rules below is the basic game, followed by a list of variations.

Scurro Basic Rules

Setup: Before you play, remove the Aces from the deck. These cards will not be played, and will instead be used for indicating the order of suits at the start of each hand. Choose a random player to be the first dealer. After each hand, the role of dealer will pass to the left.

The Deal: The dealer shuffles the deck and deals a hand of six cards to each player. Each player posts an ante of one coin, to start the pot.

Bidding: Starting on the dealer's left, and going around the table just once, players bid a number of coins they are willing to pay in order to get the lead. The minimum bid is 5 coins, each successive bid must be higher than the last, and if no one else bids, the dealer must take the lead for 5 Coins.

Setting the Order: The winner of the bid now arranges the Aces to indicate which suit is high, which is low, and which is in the middle. All cards of the high suit are higher than all cards of the middle suit, and all cards in the middle are higher than all cards of the low suit. Set the Aces in this order, where they will remain for the entire hand.

Playing The Tricks: The bidder leads the first trick, and may play any card. Preceding to the left, each player plays one card, following suit if possible.

Following Suit: Each player must play a card matching the led suit if they are able. If you are not able to follow suit, you may play any card.

Folding: You may fold out of the hand instead of playing a card. This means you no longer play cards and you can not win the pot. The requirements for folding are as follows:

- It must be your turn to play a card (either as follower or leader)
- You must already have taken at least one point.

Taking the Trick: The highest card always takes the trick. This is determined by the order of the suits, and doesn't care about the suit of the lead. The winner of each trick will lead the next.

Paying the Cost: When you take the trick, you pay coins equal to the cost of the cards in the trick. As a general rule, low cards (3 to 9) cost 1 coin, middle cards (10 to 60) cost 2, and high cards (face cards) cost 3 coins. The only exception is the 2, which doubles the coin cost of this trick. (Each 2 in the same trick is another doubler, for values of 4x, 8x, etc).

You cannot fold instead of paying this cost. However, after you pay, you may fold instead of leading the next trick, as long as you have collected at least one point.

Arrange your tricks faceup on the table, so all players can see how many points you have.

Scoring the Hand: After all tricks have been played, those players who are still in the hand will tally their scores as follows: Cards 2 through 10 are worth their face value, cards 30 through 60 are worth 10 points, and face cards are worth zero. Each 20 in your score doubles your entire score.

To win the pot, you must have the lowest score, but you must also have at least one point. Players who took zero points cannot win the pot.

Note that "shooting the moon" is essentially built into this structure. If you take all the tricks, then you have the lowest non-zero score, and you win the pot (which is mostly your own money).

Variations:

We haven't tested the rules above, so even those are highly suspect at this point (it seems hard to remember the values of different blocks of cards, but it might get easier with a little practice). But assuming those rules work, we've got a few variations to add.

7-Card Stud: Seven players max. Players get seven cards, of which they will play only six. Deal three cards facedown, and four faceup. After the cards are dealt, play proceeds as normal, with players able to play either upcards or downcards as they wish. Each player will have one unplayed card at the end of six tricks.

8-Card Stud: Max six players. Players are dealt eight cards, of which they will play only six.

Draw: After the deal, there is a betting round as in Poker, in which players may check, bet, call, raise, or fold. Then there is a drawing round, in which players first discard up to four cards, and then all discards are reshuffled into the deck, and the players' hands are refilled to six cards. The normal game then resumes at the bidding round.

Auction: Seven players max. After the deal, players buy different cards as follows: deal seven cards into a facedown pack. Reveal the top card. Players bid in an open auction to buy the card. Players must bid in dollar increments, with a maximum bid of ten dollars, which buys any card outright. The player who buys the card pays the pot, and adds it to his hand. He then puts another card from his hand up for auction in the same manner, but splits the proceeds of this auction with the pot, with any odd dollar going to the pot. (Mean players tend to bid in odd numbers in this stage.) If a card is not bought, it is discarded and the next card is revealed from the pack. Once the pack is exhausted, the game resumes with the normal bidding round.

Wild Cards: Before dealing, the dealer chooses one or more cards to be wild. Wild cards may be played as any suit or rank, but revert to their actual value once taken. In other words, play these cards as if they were wild, determine who takes the trick based on the wild value, and then pay for and score them as their face value.

The Death Card: Before dealing, the dealer chooses one or more cards to be the Death Card. Any trick including the Death Card is *not taken by anyone*, and those cards are removed from the game. The lead goes to the player who would have otherwise taken the trick. The Death Card has no suit, and cannot be played unless its owner has no cards matching the lead. (Option: the Death Card has all suits, and can be played as a follow to any suit.) In either case, the Death card can never be led, and if it is a player's last card, he must fold (whether he has points or not) rather than lead the trick with it. This is actually good, if you need to get out of the game for free.

Flatline: There are no Aces, and all suits are equivalent. Players bid only to lead the first trick, with the Dealer taking the forced lead for only $2. Players must still follow suit, but all suits are considered to be of equal value. Cards are compared on the basis of rank only, with recent cards ranking above previous cards of the same rank on the same trick. In other words, if two 15's are played on the same trick, the second 15 is higher. It is possible to shuffle the Aces into the deck for Flatline.

Blaze: The object of Blaze is to take the most points. The bidding goes around the table multiple times, until everyone passes. (You can't pass and then come back in.) You are not bidding in dollars, but in points. Whoever bids the highest arranges the Aces and leads the first trick. Play six tricks as usual. If the bidder makes his bid in bugs, he wins the pot. If he does not, he must match the pot, (or pay some other established penalty) and the game restarts. If a player folds, he stays out until someone wins the pot.

Buying the Trick: In this variant, you can fold with no points. To do so, wait until your chance to play a card, and then pay the pot for every card currently in the trick. It's usually cheaper than taking the whole trick.

Credits: *Renfield* was designed by James Ernest and E. Jordan Bojar, with help from Paul Peterson and Toivo Rovainen. Thanks also to a sly cadre of villainous Guinea Pigs. Scurro is brand new and needs a bunch of playtesters to make it real.