IN TENSE CARE – *Situation Critical*   by andrewzgamez
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1. As soon as one player gets 10 cards , the board portion of the game finishes .

2. Take note of how many cards each player has . Only 1 player will have 10 .

3. Return all cards to the deck , and shuffle well .

4. Deal cards to each player , equal to the number of cards they had in 2. above .

5. There will be 10 tricks .

6. The player who got the 10 cards begins . They play any one card . This card then determines the ' suit '*   of the trick (unless a Joker – see 'Joker') .

   The ' suit '* = the kind of card ; either a heart, diamond, club or spade .

7. Play proceeds clock-wise . Every player still with cards MUST play a card – it can be ANY card . There is no requirement to follow suit .

8. The highest card of the suit (of the trick) wins . Indicate this by turning the card face-down.

9. The winner of the trick plays another card to begin a new trick – Exception : See ' Aces ' .

   Should the trick-taker not have any more cards , the next player still with cards begins the new trick (again , going clock-wise).

10. Aces : Should an Ace of ANY suit be played , the player of the first Ace played during a trick plays the first card of the following trick (thus determining the suit) .

11. ALSO .. playing an ace of ANY suit reduces the value of ALL picture cards by 10.5 – So, all Jacks would be worth 0.5 , Queens 1.5 and Kings 2.5 . The Ace itself only has a value of 1 . Picture cards played after an Ace , but in the same trick , are similarly reduced in value .

12. The Joker : Playing this card means that the LOWEST card of the suit wins the trick. Should a suit not yet be established , the first non-Joker determines the suit .

13. The winner is the player who has taken the most tricks !

14. The following is an example of the ' Trick-taking ' .

15. There are 4 players – Andy , Bob , Carl and Dave (A , B , C and D) . That is their playing order . Andy (A) begins , because it was he that took the 10 cards   .

16. Andy plays a Queen of diamonds . In the absence of Aces , Queens have a value of 12 . (Jacks - 11 , Kings - 13)
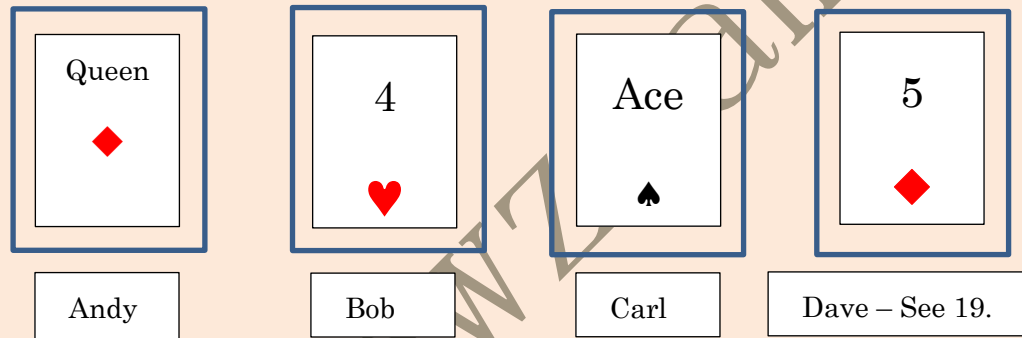
Queen
◆
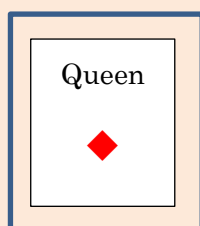
The ' Trump ' (the kind of card that will win this trick) is then diamonds . Unless a Joker is played , the highest diamond will win the trick .

17 . Bob has a diamond , but elects to play a 4 of hearts .

Queen ♦	4 ♥	Andy is still winning this trick , as he still has the highest diamond .
Andy	Bob	
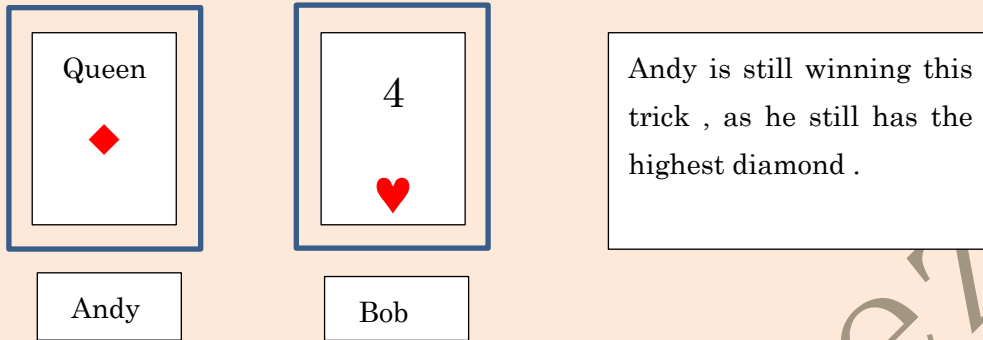
18 . Carl decides to play the Ace of spades .

| Queen ♦	4 ♥	Ace ♠	5 ♦
Andy	Bob	Carl	Dave – See 19.

As Carl has played an Ace (even though not diamonds) , the face value of the Queen is now 1.5 . As Andy is the player with 10 cards , he is seen by Carl as the most likely winner of the game , so he plays an Ace in an effort to thwart Andy's trick-taking attempt . He hopes that Dave (to follow), will play a diamond , with a value of 2 or more . Andy , however , is still winning the trick at present .

19 . Dave plays a 5 of diamonds . Dave then wins the trick . He turns the card (the 5 of diamonds) over , to indicate having won . He then plays the first card of the next trick .
20 . Dave plays a Joker (The Joker can only win a trick if no other kind of card is played during the trick . In the rare event of there being no cards in the trick other than 2 Jokers , the first takes it) . Andy plays a 5 of spades . Thus ; spades are ' Trumps '. Andy is now winning the trick .

Dave: Joker
Andy: 5 ♠
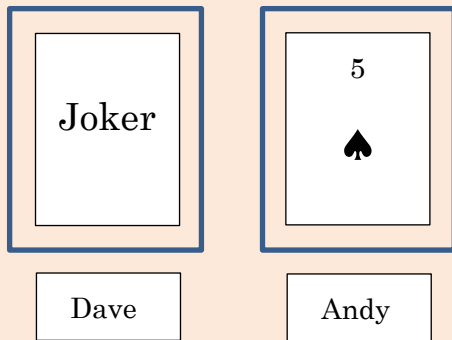
21. Bob plays a 3 of spades . Because of the Joker , the lowest ' Trump ' card this trick wins. So Bob is now winning this trick .

Dave: Joker
Andy: 5 ♠
Bob: 3 ♠
Carl - See 22.: 7 ♦
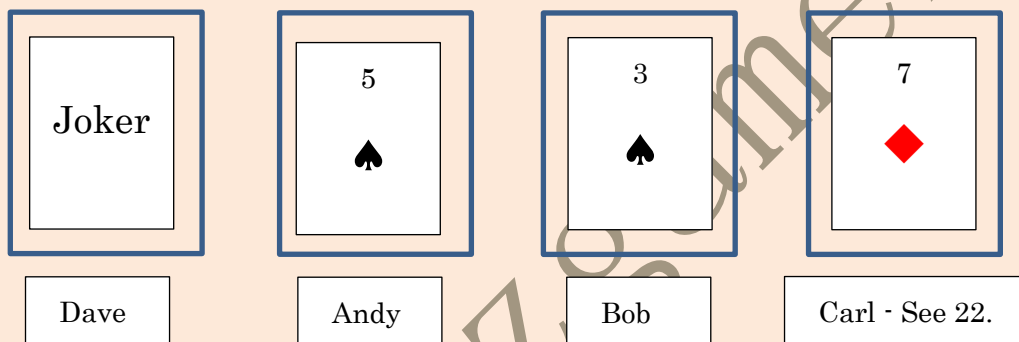
22 . Carl plays a 7 of diamonds . Bob , therefore , wins the trick . He can then play the first card of the next trick . Should he not have any more cards , the player to his left (Carl , in this case) , would begin the next trick .