



MICHAEL FELDKÖTTER

Little Devils



COMPONENTS:

- 54 CARDS NUMBERED FROM 1 TO 54
- RULES

GAME IDEA:

A DILEMMA: YOU HAVE TO FOLLOW THE CARD OF THE PREVIOUS PLAYER, BUT YOU DO NOT WANT TO GET THOSE LITTLE DEVILS! WITH A GOOD STRATEGY, A LITTLE LUCK AND SOME GUTS YOU TRY TO SUCCEED IN GETTING THE LEAST PENALTY POINTS.

SET UP:

SHUFFLE THE DECK AND DEAL 9 CARDS TO EACH OF THE PLAYERS:

- IN A 3-PLAYER GAME, THE CARDS NUMBERED 28-54 ARE REMOVED FROM THE GAME;
- IN A 4-PLAYER GAME, THE CARDS NUMBERED 37-54 ARE REMOVED FROM THE GAME;
- IN A 5-PLAYER GAME, THE CARDS NUMBERED 46-54 ARE REMOVED FROM THE GAME;
- IN A 6-PLAYER GAME, ALL CARDS ARE DEALT.

PUT ANY REMOVED CARDS BACK INTO THE BOX.

GAME SEQUENCE:

THE GAME IS PLAYED IN CLOCKWISE ORDER. THE PLAYER TO THE LEFT OF THE DEALER BEGINS BY PLAYING ANY CARD OF HIS CHOICE — EXCEPT A CARD WITH 5 LITTLE DEVILS — FACE UP TO THE CENTRE OF THE TABLE. WITH HIS CARD, THE NEXT PLAYER DECIDES WHETHER ALL OTHER PLAYERS MUST PLAY CARDS VALUED HIGHER OR LOWER THAN THE CARD OF THE START PLAYER. THIS DECISION ALSO DETERMINES WHETHER THE HIGHEST OR LOWEST VALUED CARD WILL TAKE THE TRICK.

IF THE SECOND PLAYER PLAYS A CARD VALUED HIGHER THAN THE FIRST CARD, ALL OTHER PLAYERS MUST PLAY CARDS VALUED HIGHER THAN THE FIRST CARD PLAYED. WHEN EVERY PLAYER HAS PLAYED A CARD, THE PLAYER WHO PLAYS THE HIGHEST VALUED CARD IN THIS TRICK GETS THE TRICK. A PLAYER WHO IS UNABLE TO PLAY A CARD VALUED HIGHER THAN THE FIRST CARD PLAYED (BECAUSE HE ONLY HAS LOWER VALUED CARDS) HAS TO PLAY A LOWER VALUED CARD. THIS PLAYER WILL GET THE TRICK UNLESS MORE PLAYERS ARE UNABLE TO PLAY HIGHER VALUED CARDS. IN THIS CASE THE PLAYER WITH THE LOWEST VALUED CARD WILL GET THE TRICK.

IF THE SECOND PLAYER PLAYS A CARD VALUED LOWER THAN THE FIRST CARD, ALL OTHER PLAYERS MUST PLAY CARDS VALUED LOWER THAN THE FIRST CARD PLAYED. WHEN EVERY PLAYER HAS PLAYED A CARD, THE PLAYER WHO PLAYS THE LOWEST VALUED CARD IN THIS TRICK GETS THE TRICK. A PLAYER WHO IS UNABLE TO PLAY A CARD VALUED LOWER THAN THE FIRST PLAYED CARD (BECAUSE HE ONLY HAS HIGHER VALUED CARDS) HAS TO PLAY A HIGHER VALUED CARD. THIS PLAYER WILL GET THE TRICK UNLESS MORE PLAYERS ARE UNABLE TO PLAY LOWER VALUED CARDS. IN THIS CASE THE PLAYER WITH THE HIGHEST VALUED CARD WILL GET THE TRICK.

THE WINNER OF THE TRICK TAKES ALL CARDS FROM THE CENTRE OF THE TABLE AND PLACES THEM FACE DOWN IN A SEPARATE HIDDEN DISCARD PILE. THIS PLAYER THEN LEADS THE NEXT TRICK WITH ANY CARD FROM HIS HAND. HE MAY NOT PLAY A CARD WITH 5 LITTLE DEVILS UNLESS HE HAS NO OTHER OPTION.

EXAMPLE 1:

THIS IS AN EXAMPLE OF A TRICK IN A 5-PLAYER GAME.

TOM PLAYS A CARD WITH A VALUE OF 22. DAVID PLAYS A CARD WITH A VALUE OF 30 AND THUS DECIDES THAT ALL OTHER PLAYERS MUST PLAY CARDS VALUED HIGHER THAN 22. SUSAN PLAYS A CARD WITH A VALUE OF 27, PETER PLAYS A CARD WITH A VALUE OF 34 AND ANNA PLAYS A CARD WITH A VALUE OF 23.



PETER HAS PLAYED THE HIGHEST VALUED CARD AND TAKES THE TRICK. PETER TAKES 7 LITTLE DEVILS.



EXAMPLE 2:

THIS IS AN EXAMPLE OF A TRICK IN A 6-PLAYER GAME.

PETER PLAYS A CARD WITH A VALUE OF 37. ANNA PLAYS A CARD WITH A VALUE OF 31 AND THUS DECIDES THAT ALL OTHER PLAYERS MUST PLAY A CARD VALUED LOWER THAN 37. TOM IS UNABLE TO PLAY A CARD VALUED LOWER THAN 37 AND PLAYS A CARD WITH A VALUE OF 39. AT THIS POINT HE WILL GET THE TRICK. SUSAN CAN EASILY PLAY THE CARD WITH A VALUE OF 15 (AND 5 LITTLE DEVILS) BECAUSE SHE WON'T GET THE TRICK ANYHOW. DAVID PLAYS A CARD WITH A VALUE OF 1 KNOWING THAT HE WILL NOT TAKE THE TRICK EITHER. HE IS HAPPY TO PLAY THE CARD WITH A VALUE OF 1 AND AVOID THE CHANCE OF GETTING A FUTURE TRICK WITH THIS CARD. SVEN IS UNABLE TO PLAY A CARD VALUED LOWER THAN 37. HE DOES NOT HAVE THE CARD WITH A VALUE OF 38 SO HE GETS THE TRICK FOR PLAYING THE HIGHEST VALUED CARD. HE PLAYS A CARD WITH NO DEVILS ON IT.



SVEN GETS 8 LITTLE DEVILS.



SCORING:

WHEN ALL 9 TRICKS HAVE BEEN PLAYED, THE PLAYERS COUNT THE NUMBER OF LITTLE DEVILS THEY HAVE CAPTURED. ADD THESE TO THE NUMBER OF LITTLE DEVILS SCORED IN PREVIOUS ROUNDS.

AS LONG AS NOBODY SCORED 100 OR MORE LITTLE DEVILS, A NEW ROUND STARTS. THE PLAYER WHO STARTED THIS ROUND WILL BE THE DEALER FOR THE NEXT ROUND.

END OF THE GAME:

AFTER THE ROUND IN WHICH A PLAYER SCORED 100 OR MORE LITTLE DEVILS, THE GAME ENDS. THE PLAYER WITH THE LEAST LITTLE DEVILS WINS THE GAME.



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