

- **Important:** A card that is played "Out of Suit" will ALWAYS lose the hand unless it is a Trump card. For example, if the Lead Out card is Red and Yellow is Trump: A Green, Blue or Purple card will ALWAYS lose the trick, even if the number on it is higher than the Lead Out card. ONLY a higher number Red card OR a Trump card will win the hand.
9. In Elbows Up!, the normal order of cards prevails: The highest number card will win the hand unless a Trump card or the Joker is played. The Joker ALWAYS wins!
  10. Play continues until all the players' cards are gone – This marks the end of the Round.
  11. At the end of each Round, the scores are tallied up and written on the Score Sheet.
  12. At the end of 10 Rounds, the player with the most points wins!

### The Joker:

The Joker is completely wild – It is a "Suit" of its own and it can be played at any time, including as a Lead Out card. The player who has the Joker does not have to "Follow Suit" when using the Joker card. He may play the Joker at any time during his regular turn, and of course, the Joker ALWAYS wins the hand - It is able to beat even the highest number of the "Trump Suit".

### Tea Cards:

How do we use the Tea Cards?

If a player is dealt a Tea Card, he will take it from his hand and set it face up in front of himself for all the other players to see. He must then take 1 of the remaining face-down cards from the middle BEFORE the Trump Card is chosen and add it to his hand. That player must then decide whether he can make the bid according to the explanations below.

1. One of the Tea Cards will add 5 points to its player's score if the player is both willing to have a bid of 4 and is successfully able to take EXACTLY that number of tricks during that round of play. That is, if the player takes 0-3 or 5-6 tricks, he will NOT receive the extra points. This card is identified by the 4+5 in the upper left corner of the card.
2. The other Tea Card will also add 5 points to its player's score if the player is both willing to have a bid of 1 and is successfully able to take ONLY that 1 trick during the round of play. That is, if the player takes 0 or 2-6 tricks, he will NOT receive the extra points. This card is identified by the 1+5 in the upper left corner of the card.

### Scoring:

1. How does a player make points? By taking tricks.
2. If a player makes EXACTLY the number of tricks that he predicted according to his bid, he will get 10 bonus points plus his bid number.
  - **For Example:** If a player bids 4 and then takes EXACTLY 4 tricks, then he will get a total of 14 points for that round (4 points for the single points he bid plus 10 bonus points for taking the EXACT number of tricks that he bid).
3. If a player takes LESS tricks than he bid, he will get NO POINTS for that round.
  - **For Example:** If he bids 4 and only takes 3 tricks – He will get no points.
4. If a player takes MORE tricks than he bid on, he will get points for however many tricks he took.
  - **For Example:** If he bids 4 and takes 5 tricks – He will get a total of 5 points. He will NOT get the 10 bonus points because he did not take the EXACT number of tricks that he bid on.
5. If a player has bid zero and does NOT win a single trick, he will receive a total of 10 points for that round.
6. If a player bids 6 or more and is successful in taking 6 or more tricks, he will receive a total of 30 points for that round.

### Definitions:

1. Hand/Trick
  - a) A "Hand" or "Trick" is a single turn of play where the first player puts down an initial card (Leads Out) and each player then plays his card in turn. A Hand or Trick is won by the person who plays the card that beats all the other cards that have been played during that turn.
2. Round
  - a) A "Round" is completed when all the players have used up all their cards. The points are counted-up and scored and the cards are re-shuffled and dealt out again. There are between 8-15 Hands to one Round of play – Depending on how many players and cards are used. A Round is won by the player who scores the most points during the Round – This is not NECESSARILY the player who takes the most Tricks!
3. Lead Out
  - a) When the first player of a Hand plays the first card.
4. Suit
  - a) A Suit is simply one of the card colors – The Suit will either be Blue, Green, Yellow, Purple or Red.
5. Follow Suit
  - a) The first player to Lead Out a hand will play 1 of the 5 Suits. To "Follow Suit" means that another player has put down a card from their hand that is the same Suit or Color as this first card that was played.
6. Trump
  - a) Trump refers to a specific Suit that will beat all other Suits for that Round. Every time a new Round is started, the Trump Suit is determined as per the "Play" section above.

### About Elbows Up!:

- It is a fast action party and family fun game designed for 3-6 players between the ages of 10 to 120.
- Game time is approximately 45 minutes (depending on how many players and their ages).
- Included are 50 playing cards, 1 Joker, 2 Tea Cards and game instructions
- To download free printable Score Sheets, go to [www.elbows-up.com](http://www.elbows-up.com).