

MATERIALS

- A 60-card deck consisting of the following:
- Standard 52-cards less the four 2s = 48 cards (each suit contains 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace)
- 12 special cards (4 Jesters, 4 Wizards, 1 Holy Grail, 1 Excalibur, 1 Merlin, 1 Morgan le Fay)
- A scorepad

DEFINITIONS

Hand: The collection of cards dealt to a player.

Player Positions: Player to the left of the dealer is player 1 (Odd). Player to the left of player 1 is player 2 (Even). Player to the left of player 2 is player 3 (Odd), and so forth. Winner of the trick becomes player 1 (Odd).

Round: A round is one card played from each player's hand. When all cards are played in the hand, the points are scored. For example, if 4 players play the following cards: 3♠, 8♣, 6♠, Jack♠, this constitutes a 'round'. You play a round to win a trick.

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Jack♠ would win this trick.

Trick: A trick is the winning of a round.

Trump: At the end of the deal, trump is determined by the next card that is turned face up on the remaining pack of cards.

If a suit card is turned up (spade♠, heart♥, diamond♦, club♣), that suit is trump for the **hand**. If the card turned up is a Jester, the hand is played as No Trump. If any other special card is turned up, the dealer must choose one of the four suits as trump. **No Trump cannot be chosen.**

OBJECT OF THE GAME

To correctly predict the exact number of tricks you will win in the game. You receive points for being right and lose points for being wrong. The person with the most points wins the game.

THE DEAL

To determine the first dealer, each player is dealt one card. The player with the highest card deals.

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On the first hand, each player receives one card.

Two cards are dealt on the second hand, three on the third and so on. The deal passes to the left after each hand and the new dealer shuffles all 60 cards before dealing.

After the deal, the next card in the deck is turned face up to determine the trump suit and it is placed on top of the pack of remaining cards.

There are 60 cards in the deck. With three players there are **20** hands, with four players **15** hands, with five players **12** hands, and with six players **10** hands. All of the cards are dealt out on the last round, so the hand is played as No Trump.

THE 12 SPECIAL CARDS

Jester: Typically loses with two exceptions: if only Jesters (including when Merlin is played as a Jester) are played in a round, the first Jester played wins the trick. If only Jesters and Excalibur are played in a round, the first Jester played wins the trick.

Wizard: Typically wins when played during a round

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with the following exceptions:

- If more than one Wizard (including Merlin if played as a Wizard) is played in a round, the first Wizard played wins.
- If Morgan le Fay is played, Wizard loses.
- If Holy Grail is played from an Even Player's Position, Wizard loses.

Holy Grail: If played from an Even Player's Position (2nd, 4th, or 6th position) during a round, it wins the trick over any other card, including Morgan le Fay. The player winning the trick is awarded an extra 20 points if his/her bid is also correctly made.

If the Holy Grail is played from an Odd Player's Position (1st, 3rd, or 5th position) it is a null card and ALWAYS loses the trick. However, the player who wins the trick containing the Holy Grail is awarded an extra 20 points on the condition that the player also makes his/her bid.

* To assist the scoring, the trick containing the Holy Grail should be identified by placing the

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Holy Grail card face up on the top of the trick.

This enables the scorekeeper to easily identify the player who is to be awarded 20 extra points if he/she also makes a correct bid.

Excalibur: Always loses. Nullifies the trick (the winner of the trick cannot count it as a trick won).

Merlin: Can be played as a Wizard or a Jester, which must be declared when played.

Morgan le Fay: The most powerful card that typically wins the trick. Exception: Morgan le Fay loses when the Holy Grail card is played from an Even Player's Position.

BIDDING

Each player in turn beginning to the left of the dealer, player 1 (Odd), states the number of tricks he/she will take (zero or one on the first hand) and the scorer records it on the scorepad. Bidding continues in clockwise order. When more than four cards are dealt to each player, the total number of tricks bid may not equal the total number of tricks available unless the last bidder does so by bidding zero.

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THE PLAY

The play begins to the left of the dealer with player 1 (Odd). Any card may be led. Players continue to play in clockwise order and must follow suit, if possible, or play a special card. If a player cannot follow the suit led, he/she may play any other card. The winner of the trick leads the next round and is considered Player 1 (Odd). The player to the left of Player 1 becomes player 2 (Even), and so forth.

KEEPING TRACK OF TRICKS

Before play begins, the scorer should announce how many tricks have been bid by each player. Each player should keep in plain view the tricks won for other players to see. Null tricks should be set aside as they do not count towards the tricks won. Some players find it helpful to use bidding wheels, coins or poker chips to indicate the number of tricks bid. This enables all players to see how many tricks each player needs to make his/her bid.

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SCORING

To win points, you must make your **EXACT** bid. You cannot be over or under your bid. You receive 20 points for making your bid. You also receive 10 points for each trick you make if your bid is correct. **You deduct 10 points for each trick over or under your bid.** The scorekeeper must be vigilant in awarding points for possession of the Holy Grail card and for correct bids of ZERO as noted below.

BIDDING ZERO

If four or fewer cards are dealt to each player:

Player bids zero and does not take any tricks, the player has made his/her bid correctly. The player scores 20 points.

If more than four cards are dealt to each player:

Player bids zero and does not take any tricks, the player has made his/her bid correctly. The player scores 25 points. **Exception: See "Last hand."**

Last hand of the game:

Player bids zero and does not take any tricks, the player has made his/her bid correctly.

The player scores 20 points plus the number of cards dealt to each player:

If 3 players: 20 + 20 = 40 points

If 4 players: 20 + 15 = 35 points

If 5 players: 20 + 12 = 32 points

If 6 players: 20 + 10 = 30 points

Scoring examples of a three-player game:

a. Hand One (one card dealt to each player): PAUL bid 0 and made it exactly. He scores 20 points. THOMAS bid 1 trick but did not make it. He loses 10 points. MARIE bid 1 trick and made it. She scores 20 points for predicting exactly, plus 10 points for the trick, for a total of 30 points.

b. Hand Five (five cards dealt to each player): THOMAS bid 2 tricks but only **took** 1. He loses 10 points. MARIE bid 0 tricks and made it. She

scores 25 points. PAUL bid 3 tricks but **took** 1. He loses 20 points.

c. Hand Twenty (twenty cards dealt to each player): MARIE bid 11 tricks and made it. She scores **20 + 110 = 130 points**. PAUL bid 10 tricks but only **took** 9. He loses 10 points. THOMAS bid 0 tricks and made it. He scores 20 points for predicting exactly, plus **20 points** because it is the last hand, for a total of 40 points.

WINNING TRICKS & SAMPLE PLAY

All examples below are with four players with the suit of diamonds as trump.

A trick is won:

a. by the highest card of the suit led if no special cards or trump cards are played.
e.g. 8♣, K♣, A♥, 4♣. The K♣ wins the trick. (One player had no Clubs and played the A♥)

b. by the highest trump card played if no special cards are played.
e.g. 8♣, K♣, 4♦, 4♣. The 4♦ wins the trick.

(One player had no Clubs and trumped with the 4♦)

c. by playing the first Wizard, including the Merlin card played as a Wizard. (If neither the Morgan le Fay card nor the Holy Grail card in an Even Player Position is played).

e.g. 8♣, A♦, Wizard, 4♣. The Wizard wins the trick.

d. by playing the Morgan le Fay card if the Holy Grail card is not played in an Even Player Position
e.g. Wizard, A♠, Holy Grail, Morgan le Fay. Morgan le Fay wins the trick. The Holy Grail is in Odd Player Position (position 3).

e. by playing the Holy Grail card from an Even Player Position

e.g. 4♦, A♦, Wizard, Holy Grail. The Holy Grail wins because it is played from an Even Player Position (position 4).

f. by playing the first Jester if only Jesters are played.

g. by playing the first Jester if only Jesters and Excalibur are played.

There is one situation in which no player wins or loses any points for the round:

In "Hand One" there is only one "round" of play. Regardless of the number of players and regardless of what bids are made, if the "Excalibur" card is played the 'round' is nullified. This results in no player either losing or winning points on the scorepad.

LEADING WITH SPECIAL CARDS

- If the lead card is **Morgan le Fay**, it wins the trick unless the Holy Grail card is played from an Even Player Position. The remaining players can play any card.

- If the lead card is **Merlin**, the player must declare it as either a Wizard or a Jester when played, and the rules for that card apply.

- If the lead card is **Excalibur**, it is a null card and loses. **The next card is considered to be**

the lead card and the suit must be followed if possible or play a special card. If the player has no cards of the suit led any card in his/her hand can be played. The trick is nullified and not counted.

- If the lead card is the **Holy Grail**, it is a null card because it has been played from an Odd Player Position. **The next card is considered to be the lead card and the suit must be followed if possible or play a special card. If the player has no cards of the suit led any card in his/her hand can be played.**

- If the lead card is a **Wizard**, provided that neither Morgan le Fay nor the Holy Grail (from an even position) are played, it wins the trick. Remaining players may play any card they wish, including another Wizard.

- If the lead card is a **Jester**, it is a null card and the suit for this round is determined by the next card played. **Players must follow suit if possible or play a special card.** If the player has no cards of the suit led any card in his/her hand can be played.



Wizard Camelot Edition®
Created by Ken Fisher
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A family game for 3-6 players, ages 8 and up.