

ROIL EUCHRE

Set up

To begin, remove all of the Accords, Barons (5), Baronesses (4), 3 of peasants, 2 of peasants and seven of the ten fate cards from the deck. This leaves a play deck with all of the face cards, i.e. King, Queen, Prince, Tower and the 1 of peasants in all four major suites and the grey suite—a total of 20 suite cards, four trump cards (the grey suite is always trump), and 3 Fate cards for a total of 30 cards.

For each additional player above four, add one additional FATE card and one additional lower house card set, smallest to largest.

Card Type (+trump)	Number of Players				
	2-4	5	6	7	8
King	All (5)	All (5)	All (5)	All (5)	All (5)
Queen	All (5)	All (5)	All (5)	All (5)	All (5)
Prince	All (5)	All (5)	All (5)	All (5)	All (5)
Tower	All (5)	All (5)	All (5)	All (5)	All (5)
Baron	--				All (7)
Baroness	--			All (7)	All (7)
Three	--		All (7)	All (7)	All (7)
Two	--	All (7)	All (7)	All (7)	All (7)
One	All (7)	All (7)	All (7)	All (7)	All (7)
Fate	3	4	5	6	7
Total Cards	30	38	46	54	62

Play

As in traditional euchre based card games, the player to the dealer's left starts the play; play continues clockwise from there on.

Play consists of seven 'tricks' or played hands where each player in succession places a card to the middle of the table.

The first player plays any card in their hand. The next player must follow suite if they can or alternatively play a Fate Card. If they cannot follow suite, the player may play a trump card or may throw off, e.g. play a suite of another color. This continues until everyone at the table has played a single card to the trick.

The highest played card in each trick wins the trick. The winner of the trick then plays the first card of the next trick (except in the case of a Fate card). The trump suite (grey) is higher than any of the other suites but otherwise follows the same progression, low to high.

Play continues until all seven cards have been played. The winner is the player who took the most tricks or, in the event of a tie, the tying player who had the highest grey suite (trump) card.

Special Rules:

Fate Cards – Fate does not count for scoring nor does it affect the winner of the hand. However, after the winner takes the trick play passes to the player who laid the Fate Card. Play then proceeds as normal.

Grey Suite – the grey suite acts as a permanent trump card, superseding the value of any other suite in a trick.

Peasants – the peasants have two colors and must follow suite with either colored if played. oil Solitaire