A GAME FOR TWO PLAYERS AND MORE
WITH A STANDARD 52-CARD DECK (no jokers)

Be the player with the **lowest cumulative score** at the end of the game. It is divided in several rounds and ends as soon as one player reaches **77 points or more**.

GAME PLAY

Place a row of **4 cards facing down** in front of each player.

The start player is the one with the highest score at the previous round (at the start of the game, the start player is the dealer).
The game is played clockwise.

During each player's turn, they **must** exchange one of their cards with any card of one of their opponent. They choose one of two plays:
- Look at the card they took from their opponent and put it **face down** in their row.
- Say "**Locked!**" and put the card they took from their opponent **face up** in their row.

A locked card (i.e. face up) can't be exchanged anymore.

A player can say "**Babar!**" when an opponent is making an exchange with one of their card. The card their opponent gave them is now locked and put **face up** immediately. Then the play goes on normally.

When there is only one player left who didn't lock their 4 cards, the round ends immediately and they put their remaining cards face up (which will also be added to the score).

SCORE

Each numeral cards (even the Ace) are worth face value.

The face cards (Jack, Queen and King) are worth **0 points** if a player has only one of them but **15 points if they have two of them** (regardless of value).

Each player adds their card points to their **cumulative score** except for the player(s) with the **lowest card points** which takes **0 points**.

Every card is discarded and a new round starts.

DECLARE TRUNK

If nobody has locked 3 or 4 cards yet, a player can declare "**Trunk!**" at any time (even if it was not their turn). Several players can declare "Trunk!" in the same round.

The goal of this player is now to have **the highest card points** at the end of this round. If they succeed, they will take **0 points**.
The player with the lowest card points will still take **0 points** too (if they did not declare "Trunk!").

Tie does not count as a win for a Trunk: if several players have the highest card points, they all add them to their cumulative score.

In a 2-player game, if one player declares "**Trunk!**", both have to aim for the highest score.
In case of a tie, the player who declared "Trunk!" failed and they are the only one to take some points.

Can I look at the card I'm giving to my opponent or look at a card before locking it?
Can I exchange two of my own cards?
No, it would make the game too easy or too hard!

What if I have more than 2 face cards at the end of a round?
Face cards are paired, which means three face cards are worth 15+0=15 points and four face cards are worth 15+15=30 points.

Can there be a round where no one takes points?
Yes, if all the players tied and no one declared "Trunk!".

Can there be a round where everyone takes some points?
Yes, if the player with the lowest score said "Trunk!" but not the one with the highest. But this is not possible in a 2-player game.

Who is the starting player for the next round in case of a tie?
The one with the highest cumulative score.
If there is a tie too, it is the last player who locked their 4 cards at the previous round (or the only one who had not the time to do so).

A GAME BY KEVIN LANGOUËT *Ver. 1.4*