Rave

Rave is a music themed trick-taking card game for 2-10 players. Players earn points by betting how many sets (tricks) they will take in a round, with a bonus for the correct bet.

Contents

- 90 numbered genre cards
- 16 action cards
- 2 cheat sheet cards

Terminology

- Genre: each color is a genre, the card flipped over at the beginning of play is the trump genre.
- Track: individual card
- Set: the group of cards after everyone has entered the pot

Setup

- Shuffle all the cards together and deal each player 10 cards
- Place the rest of the cards in the middle and flip over the top card of the deck and place it on top of the deck. This is the trump genre which wins over other genres.

Total Scoring

The very first thing you do in a hand is estimate how many sets you are going to win.

- If the estimate matches how many sets the player takes, gain 10 points. If a player estimated 0 points, gain 5 points instead.
- If the player took more sets than estimated, gain points equal to the number of sets taken.
- If the player took fewer sets than estimated, lose points equal to the difference between estimated set taken and actual sets taken. Ex. If a player says they will win 4 sets and they actually win 1 set, their score for the round is -3.
- Add any Banger or Flop points to the score.

Set Scoring

Set scoring occurs after all players have played a track into the pot.
- In general, the highest card of the trump genre wins.
- If the Rewind action card is played, the lowest card of the trump genre wins.
- If no trump genre cards are played, the first card played determines the winning genre and the same low/high rules apply.

Gameplay

1. Starting with the player left of the dealer, each player estimates how many sets they will win.
2. After everyone notes their estimate, the player to the left of the dealer chooses a card from their hand and places it in the middle.
3. Moving clockwise from the first player, each player places a card in the pot. If they have a card from the same genre, they **MUST** play it. Eg. If you have a techno card and the first player plays a techno card, you must play it. Players can only break genre if they have zero cards in their hand that match the genre. If the card has an action associated with it, perform that action when the player places the card. Playing an action card also counts as breaking the genre. Eg. This can only be done if the player does not have a card in the genre.
4. After all players have placed a track in the pot, whoever has the winning track takes the set.
5. The winner of the set starts as the first player for the next round. Repeat steps 3-5 until no more cards remain in each player's hand.
6. After all cards are used, count the number of sets each player has won and score the hand.
7. (optional/play as long as you want) Repeat setup and steps 1-6, shifting the original dealer position left by one place, and dealing 1 less card than before until 0 is reached. E.g. The first hand has 10 cards in it, the second hand has 9 cards in it, the third has 8 cards, etc.

Action Cards

- Banger: At the end of a round, add 5 points to the person who won the set that contained the Banger.
- Flop: At the end of a round, subtract 5 points from the person who won the set that contained the Flop.
- Sample Track: Counts as the lowest card of the trump genre.

- In the case that both Sample Track cards are played, the first one played is the lowest card of the set and the second one played is the second lowest of the set. Ex. If two Sample Track cards are played and a 1 is played, both Sample Track cards will be considered lower than the 1 (without a rewind) and the 1 will win.
        - The genre of the Sample Track should be declared immediately, if there is a trump genre in play, it counts as the trump genre and will stay that genre. If there is no trump genre when it is played, it counts as the first genre played. If there is no genre at all, declare a color. If the trump genre were to change after the Sample Track is played, the Sample Track card remains the original declared genre.
    - Change Genre: Change the color of the genre to whatever other genre you want.
        - This state remains until a Change Genre is played or a whole new hand is dealt.
    - Rewind: for this set only, low is high and high is low.
        - When Rewind is played, Sample Track will win the hand and Sick Set will lose the hand. Ex. If two Sample Track cards are played, a 1 is played, and a rewind is played. Both Sample Track cards will be considered lower than the 1.
    - Sick Set: Counts as the highest card of the trump genre.
        - In the case that both Sick Set cards are played, the first one played is the highest card of the set and the second one played is the second highest of the set. Ex. If two Sick Set cards are played and a 15 is played, both Sick Set cards will be considered higher than the 15 (without a rewind).
        - The color should be declared immediately. See Sample Track above for a breakdown of how to declare the genre.
    - Track Ends: Remove the genre (flip it face down)
        - The genre to beat is now whatever genre the first player played. If no genre has been set, the first genre played is the genre to beat.
        - This state remains until a Change Genre is played or a whole new hand is dealt

Game End

Game ends whenever the players decide to end it. Good ending points are when players reach a certain point total, or deal down to 0 cards, or deal down and back up to 10 cards.

Credits