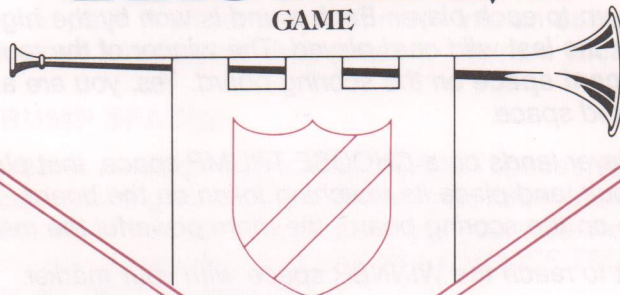ANY CARD
CAN BE A WINNER!

THE
TRUMPET
GAME

What is a Trump suit? A suit in which **every** card ranks higher than any **non-**Trump card.

TRUMPET

TRUMPET is a game in which any card can be a winner!

The lead changes unpredictably as each Trump suit has its turn at the top! The longer you play, the faster it changes. The fun never stops.

INSTRUCTIONS

Players: 2 to 6   Ages: 9 to adult

OBJECT OF THE GAME

Be the first to reach the WINNER space on the scoring board with your marker.

EQUIPMENT

72 cards
1 board for scoring
1 card tray
6 markers (to show players position on scoring board)
6 tokens (to show rankings of Trump suits on scoring board)
6 labels for tokens

If you are playing Trumpet for the first time, we suggest you read **all** the instructions before you start, but before we get to the details, here's a quick summary of play:

TRUMPET IN A NUTSHELL

*Place all players' markers at the START space on the board. Deal **seven** cards **face down** to each player. Each round is won by the **highest** card of the suit led or the last wild card played. The winner of the round advances to the **next vacant space** on the scoring board. Yes, you are allowed to jump over an occupied space.*

*Whenever a player lands on a CHOOSE TRUMP space, that player **must** pick a new Trump suit, and place its matching token on the board. The higher the number space on the scoring board, the more powerful the matching suit is.*

To win, be first to reach the WINNER space with your marker.

THE CARDS

Take a moment for everyone to get familiar with the cards before you play! There are six suits of cards, each numbered 1 to 11. The suits are: Hearts, Stars, Clubs, Diamonds, Spades, and Crowns. In addition, there are **three Trumpet wild cards** with shield emblems.

Trumpet **wild** cards are always the **highest** cards in the deck. But remember, the last wild card played during a round has the highest value!

GETTING STARTED

Place the scoring board and card tray in a location convenient to the players. Each player selects a marker and places it on the START space of the game board.

Choose a dealer. Dealer shuffles the deck and deals seven cards **face down** to each player. Don't let the others see your cards. Place all undealt cards **face down** into the card tray.

LET'S PLAY

First player to left of the dealer plays **one** card from his/her hand face up into the center of the table.

You must **play one card of the suit led** if you have a card of that suit in your hand. If you do not have the suit led, then you can play any card. At this point in the game, **no suit is Trump yet!** There is a penalty if you renege (more about that later).

The round is won by the **highest card played of the suit led** or **by a Trumpet wild card.**

If more than one Trumpet wild card is played during a round, the **last** one played wins. Remember, there are three wild cards.

After a round, the cards played are collected and go face up into the card tray to form a discard pile.

The player winning the round advances his/her marker **one space** along the scoring board path. A player **may not** move into an **occupied** space on the path but instead **jumps over that space** to the next **vacant** space.

CHOOSE TRUMP SPACES

If the player's mover lands on a CHOOSE TRUMP space marked with a Trumpet symbol, he/she gets to pick a **Trump suit** token (remember up to now, no suit has been Trump). *Hint: pick the suit you have the most cards of for Trump. If you are out of cards and land on a CHOOSE TRUMP, you wait until new cards are dealt to name Trump.*

The player places the token on the **lowest vacant** Trump suit space on the banner in the center of the game board numbered one to six, with six being the highest. All Trump suits are good, but the higher the better!

Each time a CHOOSE TRUMP space is landed on, a new **Top** Trump is selected and placed on the next higher available Trump suit space, until all six Trump suit spaces have been occupied.

When all six Trump suit spaces are occupied, a player landing on a CHOOSE TRUMP space **must switch any two suit tokens** by exchanging their locations. **You don't have to change the Top Trump unless you want to.**

In any Army, a general commands every one of lower rank. A colonel commands everyone except the general, and so on down the line. In Trumpet, the Trump suit **temporarily at the top** on the scoring board is like a general, and **is the most powerful** (except the all powerful Trumpet Wild cards, of course).

NOW LET'S GET ON WITH THE GAME

The player winning a round always gets to lead the first card of the next round.

Play continues in this way until **all the cards dealt have been played.** The deal then passes to the next player to the left who deals seven cards to each player using the face down cards from the card tray. If **more** than **four** are playing, it is **necessary to shuffle the complete deck** including discards, before dealing.

WINNING

The first player to advance his/her mover to the HOME space wins the game.

NOW FOR SOME OF THE FINER POINTS

THE HOME STRETCH

The final six spaces of the game board are the green HOME STRETCH spaces. A mover in this zone is in jeopardy!

When a player wins a round and is already on a green space, then the player has a special option of either moving forward one space or moving one opponent on a green space **BACK** one space.

When moving backwards, a mover must be moved to the nearest vacant space if one or more trailing spaces are occupied!

If when moving back, a mover lands on a CHOOSE TRUMP space, its player gets to pick the next Trump suit.

PENALTY FOR NOT FOLLOWING SUIT WHEN POSSIBLE!

If it is discovered that a player has reneged, that player's marker is moved to the end of the line behind the last player. If the mover lands on a CHOOSE TRUMP space, its player may not add or change Trump.