

Pioneer rules

You have arrived to the country side to settle up a home. Gain the supplies you need and start building your settlement. You need to find gold, timber (tree), food (deer) and stones.

You compete for the supplies by making supply runs together with the other players. Each supply run is a trick taking game and players compete to take as many tricks as they can. Each player will get cards according to how many players there are in the game (read more under “players in a game”) and then get to play card/cards one time per trick, clockwise. When playing a trick each player place the card/cards his playing in front of him in separate piles. The winner of each trick will be awarded with a supply card. A supply run can involve up to 8 tricks depending on how many cards the players play in each trick and who many players there are in the game. Once a trick is over all cards used in the trick is removed.

Players in a game:

2 player game... Each player gets 16 cards. You play like it would be a four player game.

Player1 plays as player one and three. Player2 plays as player two and four.

3 player game... Each player gets 7 cards

4 player game... Each player gets 8 cards

Trick taking round: (Highest card of the suit win the trick)

Before the first supply run begins you have to decide who will start the game. After the first supply run the player with most supplies will start the next supply run. He also has to pay one supply card of his choice. Once the cards has been dealt out all players get to replace 2 of their cards with 2 new once for the cost of a supply card if they want.

When you start a trick you can play any card you want of the suits, stone- gold- deer- or tree. Other players now have to follow that suit if they can. If someone can't follow the played suit he has to play a trump card, a thief, a storm card or a card of another suit. In a trick all players get to play card/cards only one time.

A player can play as many cards he wants of the played suit or trump suit and add them up. Once a player has used all his cards he can't take part in the rest of the tricks in the supply run so choose wisely when you want to play more than one card in a trick.

For example: Player one plays deer3, player two plays deer5 and player three plays deer8.

Now player four play deer4 and deer5. This will give him deer9 and he will win the trick.

(It's up to each player to decide how many cards he wants to play)

You play tricks until all players have run out of cards or only one player has cards left.

The player that has played the highest number of the suit, played by the first player, wins the trick (unless anyone has played a “trump card” or a “storm card”. Read more under “trump cards” and “storm cards”). If two or more players tie of winning the trick, the player that played his card/cards last, will win the trick.

The player that won a trick will start the next one. Then you win a trick you get to take a supply card (stone, gold, deer or tree) of the suit that was played. If you win the trick with a trump card you will get a supply card same as the suit of the trump.

If there isn't any supply cards left of the supply you won, you don't get any.

Example: Player1 plays tree1, Player2 plays tree7, Player3 plays tree5 and Player4 plays tree3. Player2 win the trick since he has played the highest tree card and he will get one tree supply card. All used cards are removed and Player2 will start next trick by playing a suit of his choice. (If the suit played was gold the winner would get a gold supply card and so on...)

If a player ends up being the only player left with cards he will win a supply card for each of the cards he has left. If a player for example has a tree³ and a gold⁶ left on his hand and no other player have cards left, that player will get one gold supply card and one tree supply card. Have this in mind during the game and don't play too many tricks with more than one card.

Trump cards: (beats the played suit)

When a "supply run" starts the gold is always the trump. If a player plays a storm card he gets to change the trump to a suit of his choice. This will then be the trump until another storm card is played or the supply run finish.

If you don't have a card to play in the same suit that has been played, you can play a trump card. Trump card will win over any number of all other suits. If more than one player plays a trump card the player with highest number of the trump wins. If 2 players have played the same number, the player that played his card last will win.

Use a supply card to keep track of what's trump by placing it in the middle of the table.

Thief cards: (steal a supply of his choice from the winner of the trick)

If you don't have any card of the played suit, you can play a thief. The thief steals any supply he wants from the winner of the trick and the winner get a supply after the winning suit.

If a thief has been played the other players in turn that hasn't played card/cards also can play a thief (even if they have cards in the played suit). The last played thief will steal a supply of his choice from the winner of the trick. If it's your turn and you only have thief or thieves left on your hand the thief/thieves are lost since you can't play a thief as first card in a trick. If you are the only player that has card/cards left and one or both of them is a thief, you can choose from whom you want to steal a supply card from. You get one card for each thief.

Storm cards: (beats winning suits (incl trump), if the card has the highest played value)

This card can be played even if you have cards on your hand of the played suit. If you play it as first card in a trick the next played suit will be the suit to follow. If the storm card has the highest value of winning suit in a trick, the player that played the storm card get to pick a supply of his choice. He also gets to choose a new trump. If tie with played suit and trump, played suit or trump wins the trick. The trick winner get his supply as normal but the player of the storm card still gets to pick a new trump suit. The picked suit will be the trump until another storm card is played in a trick or the "supply run" ends. If two storm cards are played in the same trick, the highest number wins. If you are the only player left that has cards and one of them is a storm card, this card will not give you anything.

Use your supplies to build:

After every supply run (all players have used all there cards) you hopefully have won some tricks and gained some supply cards. You can now start building on your settlement.

You have to build a house, a barn, a windmill and a storehouse.

You pay for a building with supply cards according to following:

House – One of each supply card (Gold, deer, tree and stone)

Windmill – One of each supply card (Gold, deer, tree and stone)

Barn – One stone and one tree card

Storehouse – One gold and one deer card

Make sure you build what you can after each supply run. (You can only build one of each)

When all players have built what they want to build, the next supply run will start.

The player that manages to build all his buildings first has won the game.

Supply run:

- **Deal out cards and let all players that want to replace two cards for the cost of 1 supply card, do this clockwise.**
- **The winner of a trick starts the next one.**
- **Tie in a trick - last card played wins. Same for both played suit, trump and thief.**
- **If a storm card is played in a trick, the player that played the card pick a new trump suit after that trick.**
- **A storm cards value goes against all winning suits, even trump. If it's a tie, the storm cards lose.**
- **If a storm card wins the trick the player get to choose any supply card he wants.**
- **The last played thief in a trick steals a supply of his choice from the winner.**
- **When all players are out of cards you build what you want, using the supply cards.**
- **The player with most supply cards left has to pay one supply card of his choice and start the next supply run. If tie in supply cards the player with most gold pays, then stone, deer and last, wood. If tie in all, both players pay one supply card and you do (rock, stone, scissors) to decide who will start the next supply run.**