

2v1

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Overview

2v1 is a 3-player mini-game that plays in 20-30 minutes. Each round, one player will face off against the other 2, attempting to win precisely the number of hands that they bid. The first player to win 7 coins, wins the game.

Components

18 cards
21 coins
this rulebook

Take a moment to show all three players the 18 cards in the deck. They are divided among 5 suits.



Note that suits either have 3 or 4 cards in each, and that the values on the cards vary among the suits. The numeral in the left corner shows the card's **value**. The symbol below it shows the **suit**.

The dots to the right of the numeral indicate the number of cards in the suit, and which value the card is within the suit. *In this example, the 4 of clovers is the middle card of the 3-card clover suit.*



The other card in the deck is the **rainbow**. It determines which player may challenge first and works as a wild card in play.



Setup

Place the coins someplace in a single pile. Players will earn these by winning rounds.

Gameplay

2v1 is played as a series of rounds. Each round is made up of 5 hands.

Round Overview

1. Shuffle and deal
2. Determine the Lone player
3. Play the round
4. Score

Shuffle and Deal

It doesn't matter who deals each round. Shuffle the 18 cards, then deal them out to the three players. Each player starts with 6 cards.

Determine the Lone player

All players should look at their cards. The player with the rainbow card announces to the other two that they have it. The player to that player's left then has the option of bidding (see below) or passing. *NOTE: When you're first learning the game, it may be difficult to know whether a hand is good enough to play. Be sure to read through the Resolving Hands section later in the rules before starting to play.*

If that player chooses to pass, then the player to that player's left has the option of bidding. If that player also passes, then the third player (the one with the Rainbow) may choose to bid.

Bidding

When you bid, you are stating **precisely** how many of the 5 hands in the round that you will take.

The minimum bid is 3.
The maximum bid is 4.

If a player does not wish to bid, they may pass. If a player bids 3, each other player (in turn, going left) may choose to bid 4 or to pass. If a player bids 3 and both other players pass, or if any player bids 4, then bidding stops.

If no player bids, then the players exchange 2 cards and start the bidding round again. All players choose 2 cards from their hands to pass to the player to their left. This is done by all players simultaneously; placing the passed cards face-down to the left before picking up the cards passed from the person to the right. **IMPORTANT: If you have the rainbow, it must be one of the two cards that you pass.**

As before, the player to the left of the player now holding the rainbow may choose to bid or pass. Repeat the same process until a player bids. If the rainbow is passed three times (thereby returning to the person to whom it was originally dealt) then that player must bid.

Playing the round

The **Lone player** (the player who bid) retains all six cards in their hand. The other two players, hereafter referred to as the **duo**, must discard one card each, face-down; leaving each with 5 cards in their hands. The two discarded cards are out-of-play for the round.

For the rest of the round, the Lone player's hand will have one more card than those of the other players.

Leading

At the start of each hand, the Lone player selects two cards from their hand, then places one of them face down and the other face up in front of themselves so that the other duo can see the lead (face up) card.

Note that the **Lone player may not lead with the rainbow card**, meaning that it cannot be the initial exposed card played, but it can be the face down card.

Starting with the player to the left of the Lone player, each player must play a card of the same suit as the one led by the Lone player. If they do not have a card of the suit led, then they may play any card from their hand. If a player has a card of the suit led and the Rainbow card, they must still play a card of the suit led.

Normally, the third player (the one to the right of the Lone player) can wait to see what card their teammate plays, to possibly play a card that matches it (more later), but if the Lone player leads a 2 card (marked with the **blindfold** symbol), the other players must play their cards face down, then reveal them together.



Remember, both other players must always follow the suit led by the Lone player.

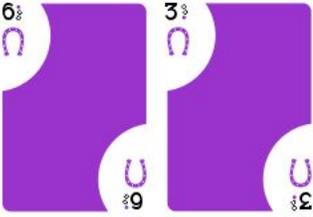
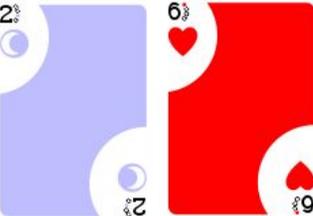
After the duo's cards are revealed, the Lone player shows their face down card and the hand is resolved.

Resolving Hands

Hands are resolved by comparing the combined cards played by the Lone player against the combined cards of the duo. The higher combined value wins the hand.

- Cards of the same suit are added together.
- Cards of the same value are added together.
- Cards that do not match in suit or value are treated as the higher of the two cards played.
- The rainbow card automatically matches the value of any card with which it is played, basically doubling its value.
- **The led suit does not hold any special importance when determining the winner of a hand.** It is only used to compel the duo to play the same suit. *E.g. If the Lone player plays 2 clover cards (total=7), and the duo play 2 heart cards (total=8), then the duo would win the hand.*
- The Lone player wins any ties.

Examples of resolving hands

	Value	Reason
	9	Same suit
	8	Same value
	6	High card
	10	Rainbow matches anything

After the winner of the hand is determined, 3 of the 4 cards used in the hand are collected and placed face down near the player(s) who won. Collect both duo's cards, but only one of the Lone player's cards. If the Lone player won the hand, they may secretly choose which of the two cards played to keep. **Exception: If the Lone player used the rainbow, they must discard it.** If the duo won the hand, they may choose which card the Lone player must put back into their hand and which is discarded.

Score

If the Lone player takes exactly the number of hands they bid, then they get 2 coins. If they took too many or too few hands, then each member of the duo gets 1 coin.

After the round, if no player has 7 coins, collect all 18 cards, shuffle them and start a new round. Pass the deal to the left. The first player with 7 coins wins the game. If two players each gain their 7th coin in the same round, then play one more round, but in that round, only the players with 7 coins may bid. The winner of that round wins the game.

Appendix: Common Questions

Can the duo discuss strategy?

They may speak in broad terms, but they may never mention or hint at specific suits or values to play.

If one of the duo has 6 coins, does the other member of the duo still have to attempt to win the round?

We like the way you're thinking there. No. Players win individually. They may choose which rounds to win or lose.

If a player bids 3, then both other players pass, can the bidding player raise their bid to 4?

Yes, but they must do so before the members of the duo choose their discards for the round.

What is the distribution of the values among the suits?

See the diagram below.

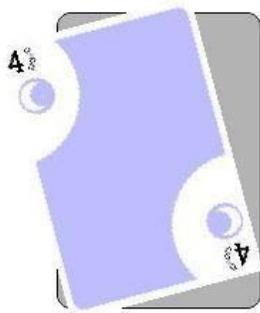


Example of Play

In the example below, Liam has bid 4 against Gary and Trang. He's already taken the first hand, and he's starting to worry about taking all 5 hands. The players' hands look like this.



Liam decides to try to lose this hand, since he's confident that he can win the rest of the hands. He plays the 4 Moon and the 3 Heart.



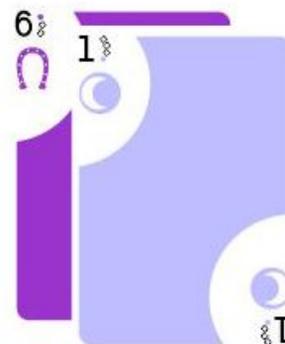
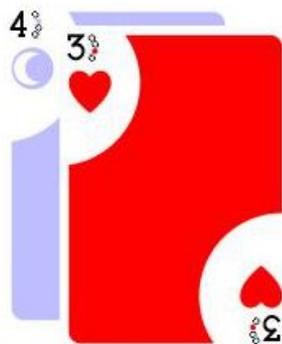
Liam's bottom (hidden) card is the 3 Heart.



Gary doesn't have a Moon card, so he can play any card. He chooses 6 Horseshoe.



Trang would prefer to match Gary's 6 card with her own 6 Heart, but she must follow suit and plays her 1 Moon.



Liam reveals his bottom card. In both Liam's and the Duo's hands, the cards do not match each other in suit or value, so they are evaluated based on the higher card played in each; 4 for Liam and 6 for Gary and Trang. The Duo wins the hand and gets to choose which card Liam will return to his hand. Since they now can only score by taking 3 hands, Gary and Trang choose to have Liam take the lower card back into his hand.