Welcome!

This rulebook contains the rules for Up and Down, for the Vines deck. For complete Vines rules, including fundamentals of the games and history of the deck, please download the "Vines Rules" document from Crab Fragment Labs: https://www.crabfragmentlabs.com/vines

Up and Down is a 5-player game with ad-hoc partners, usually played for coins. Each trick is divided into two halves: the low cards (2-7) and the high cards (face cards and the Ace).

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About Crab Fragment:

Crab Fragment Labs is a small tabletop design studio, dedicated to bringing good games directly to customers with a minimum of fuss. You can print and play our games completely free, or buy the decks from DriveThruCards. If you'd like to support us, consider backing us on Patreon. Every pledge helps keep James Ernest and his family from begging on the streets.

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Game 9, Up and Down

Summary: Up and Down is a 5-player game with ad-hoc teams. This game is typically scored with coins instead of points. Tricks are divided into two parts, "high" and "low," and each can be taken by a different player.

Playing for Coins: If you are playing "just for fun," start each player with the same stake. About 30 coins is enough, though players should be allowed to borrow more if they run out.

Background: Up and Down is descended from a Tieran wagering game called Butcher Street. It is the Vines game best known in the sister cities of Corvide and Sera, in northern Tiris on the Coralon Canal. The elder game, Butcher Street, uses a three-suited deck and divides each suit into three blocks: up, down, and middle. (We know this game better as Fairmarket.)

Alternate Names: Up and Down is played almost exclusively in northern Tiris, and most players in that region simply refer to it as "Kew," meaning "the game."

> **Players:** 5 players in ad-hoc teams
> **You Need:** Coins for keeping score

Two Halves: In Up and Down, the cards in each suit are divided into two groups: the *high* (which is the letter cards, including Ace) and the *low* (which is the number cards, 2 through 7). Most tricks will have both a high and low half, and these halves will be taken by different players, though this is not always the case.

The Deal: Shuffle the deck and deal it out entirely, 11 cards to each player.

Opting In: There is no bid. Instead, the lead goes to the first player brave enough to take it. Formally, the option passes once around the table starting on the dealer's left. However, many households allow any player to make the first open, with the speediest player earning the lead.

If you're new to the game, you should play the formal way: Starting on the dealer's left, each player may either *knock* or *lead out*. To "knock" is to pass the option. To lead out simply means playing a card to start the hand. (But if you find yourself in a tavern in Corvide, be prepared to take the lead with no regard to the turn order.)

When you lead out, you are asserting that you and your partner, who is yet to be determined, will take more than half of the tricks. The total number of tricks is unknown. If every trick is divided, there will be 22 points, of which the leader's team would have to take at least 12 (*more than half*). However, some tricks may not be split, in which case the target will be lower.

Taking Back: Under the formal system, if everyone passes to the dealer, that player may either lead out, or "take back," paying one coin to every player and ending the hand. Should that player lead out and lose, they would lose six coins instead, so taking back is slightly cheaper than losing, and should be chosen to bypass an inevitable defeat.

Under the informal system, when it is clear that no one will take the lead, players must put a coin into the pot to show that they are not leading. This can also happen in any order, and any player who has not yet paid their coin may interrupt this process and take the lead. In that case, those players who have already paid can retrieve their coins.

However, the last player to understand that this is happening must pay an extra coin (or they may still take the lead). This pot of six coins becomes part of the prize for the next hand.

Trump: The first lead establishes trump. All basic rules of following suit are identical to other Vines games. However, the tricks are divided up and down, as described below.

Choosing the Partner: The leader's partner is determined through card play. The partner is the first player who splits a trick with the leader. Note that this might not happen on the first trick (or indeed ever).

Playing it Red: A player may "play it red," meaning that he will play the hand *without a partner*. You must make this announcement (say "red") when you lead the first trick. If you do this, you must now collect more than half the tricks, *all by yourself*.

The Divided Trick: The cards in each trick are divided into two groups, the high and low. High cards are the letter cards: Ace, Knight, Bishop, Farmer, and Tar. Low cards are the number cards, Deuce through Seven. The highest card in each group will take that group, and the player who takes the high group will lead the next trick. Each trick or partial trick is worth one point.

Dead Cards: Only those cards that match the lead, or are trump, are "live" in the trick. All other cards (those non-trumps that do not follow the lead) are "dead," and can't take *or be part of* either group. Dead cards can be collected by whatever card(s) take the trick, but they can't form a partial trick by themselves.

Trump Cards: Trump cards are still the best cards, but high trumps cannot take the low part of the trick, and vice versa.

The Next Lead: When a trick is divided, the player who took the high group plays the next lead. If it is not divided, then the player who took the entire thing leads the next trick, as usual.

Rewards and Penalties: If the leader's team succeeds, taking more than half the tricks, then the losers pay 2 coins each, and the winners divide it equally, 3 coins each.

If the leading team fails to make more than half the tricks, then the leader alone pays 6 coins, which are divided equally, 2 each to the three opponents. Their partner pays nothing.

If a player goes Red (plays alone), then that player collects 2 coins from each opponent for a win, and pays 2 coins to each opponent for a loss.

Point Scoring:

If you are not playing for coins, use the following changes:

In this version, there is a more traditional bidding round. Going multiple times around the table, players may pass, or bid the number of points they think they can take. The minimum bid is three, and if you pass, you may not re-enter the bidding. The bid continues until all players pass.

Partners are determined by the same method as above. You may still call "red" when playing the first lead, and then try to make your bid without a partner. (This is more plausible when your de facto bid isn't "more than half of the tricks.")

As in any ad-hoc team game, each player has an individual running score.

The rewards and penalties under this system are:

- **Make the Bid Exactly:** The opposing players score nothing, and the bidding team scores their tricks (each teammate scores the full number).
- **Exceed the Bid:** All teammates score points equal to the tricks their team collected.
- **Fall Short:** The opposing players score their tricks, and the bidding team scores nothing.

Play to an individual score of 60 points.