

# FIVE CUCUMBERS

... Don't get caught in a pickle!  
A tricky trick taking game for 2 - 6 players  
(With good friends for up to 8 players. Cucumbers may run short.)

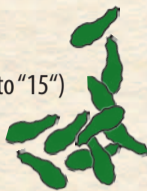
## IDEA OF THE GAME

**Five Cucumbers** is a trick taking game with the goal of NOT winning the last trick! It's not easy. You have two choices on your turn: Take over a trick by playing a high card or discard your lowest card. It is not enough to keep a low card in your hand for the last trick. You will also need some high cards for taking over key tricks.

**Five Cucumbers** is a modern variant of the trick taking game "Agurk", well-known primarily in Scandinavia. We are excited to bring you our new version!

## GAME CONTENTS

- 60 playing cards (4x each values of "1" to "15")
- 30 cucumbers
- this rules sheet



## THE DIFFERENT CARDS

\* Ranking: "1" is the lowest card, "15" is the highest card. There are no suits in this game. So you are never forced to follow suit.

\* 0 - 5 Cucumbers: This is the number of cucumbers the player is forced to take, if he wins the last trick with one of these cards.

\* "2x": If somebody plays a "1" in the last trick, the number of cucumbers is doubled.

## GAME PREPARATION

1. Place the cucumbers on the table, so everybody can reach them.
2. Shuffle all 60 cards and deal 7 cards to each player. You do not need the remaining cards for this round, set them aside.
3. In the first round, the youngest player leads the first trick.

## TURN OVERVIEW

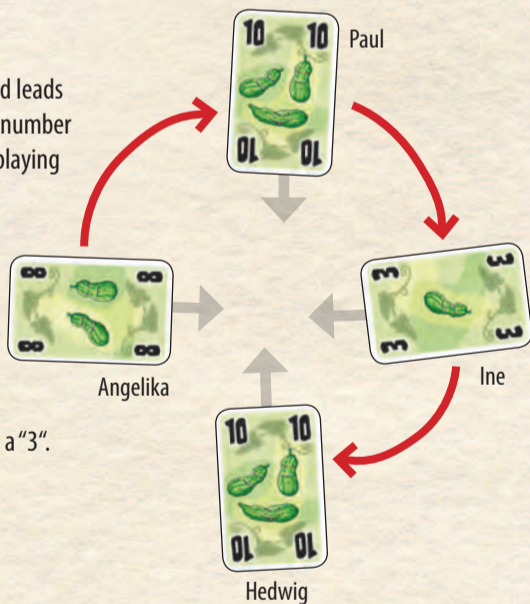
**Five Cucumbers** is played for several rounds. Each round consists of 7 tricks. The goal: do NOT win the last (seventh) trick. The winner of the seventh trick takes his score in cucumbers! Then all cards are shuffled and a new round is dealt.

The youngest player leads the first trick. Then, the winner of the former trick always leads the next trick. After the first card is played, each player in clockwise order plays a card in front of himself.

You may play any card to lead the trick. The other players have the choice between the following two options:

1. You may play a card with the same or higher number than the highest card already played in this trick, or
2. You must play your card with the lowest number.

The player who plays the highest card, wins the trick and leads the next trick. If several cards are played with the same number and that number is the highest played, the last person playing that number wins the trick.



**Example:** Angelika starts the trick with an "8". Paul plays a "10". Ine cannot or does not want to play a higher card, so she is forced to play her lowest card, a "3". Finally, Hedwig plays a "10" and wins the trick. Hedwig then leads the next trick.

## END OF THE ROUND AND SCORING

The player winning the last (seventh) trick, screwed up and must take cucumbers. His winning card shows the number of cucumbers, he is forced to take:

1: 0 cucumbers - see below	10-11: 3 cucumbers
2-5: 1 cucumber	12-14: 4 cucumbers
6-9: 2 cucumbers	15: 5 cucumbers

If at least one player plays a "1" during the final trick, the winner of the trick must take twice the number of cucumbers!

Each player collects their cucumbers. If a player gets more than five cucumbers, he is out of the game - **Five Cucumbers** are the most you can have! In this way more and more players are excluded from the game until the final two are playing for victory!

The player who won the last round leads the next trick. If that player won too many cucumbers and is out of the game, the player sitting to his left leads the next trick.

