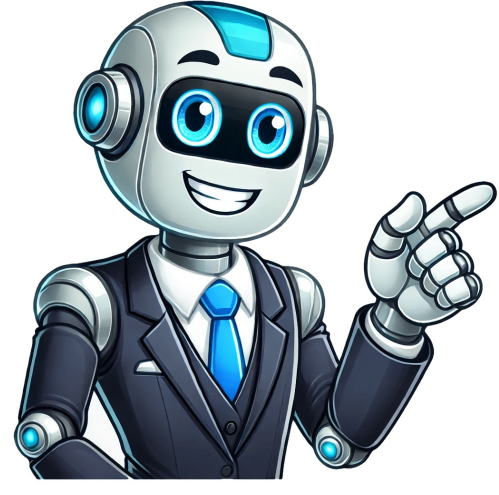


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out of printIt's a tricky-sticky situation: a game that rewards patience, but only for so long ... Win tricks by playing the highest card in the established color. The longer you wait to go out, the more points you score. But dont delay too long or else you get nothing! Find the sweet spot and victory is your ultimate prize! This product is no longer available.Content#60 cards35 Marshmallow scoring tokensRules in SpanishRules of PlayReinforcersprobabilitystrategic thinkingSpecificationsStock Number: #116show more 5 points1 pointmiddle of the playing area, starting the trick. Play proceeds clockwise, with When each player has played a card, whoever played the highest card in the lead suit wins the trick. Note: During the rst round, there is no trump suit (see Example: In this four-player game, Player A as the trump suit. Cards of this suit will beat all other suits for the duration of Player APlayer BPlayer DPlayer C If no trump cards were played, the highest card in the lead suit wins the trick.70 Bridge Street, Newton, MA 02458jester@gamewright.com | 617-924-6006gamewright.com 2020 Gamewright, a division of Ceaco Inc.All rights reserved.THE DELAYED GRATIFICATION TRICK-TAKING CARD GAMEf.b.com/gamewright@gamewrightyoutube.com/gamewright@gamewright 2-5PL AYE R S10+AGESPage 260 cartas (112 en 5 colores).20 chas de malvaisco pequenas y 15 grandes (1 5 puntos).Ests interesado en la gratificacin instantnea o puedes ser lo suficientemente paciente como para esperar una recompensa mayor ms adelante? Pon a prue-ba tu fuerza de voluntad ganando bazas y recogiendo malvaiscos por las bazas de tus oponentes. El primer jugador en obtener 20 puntos gana. 1. El ltimo jugador que comi algo con malvaisco comienza como repartidor de la primera ronda.2. El repartidor baraja el mazo y reparte a cada jugador una mano de 12 cartas. (Mantn tu mano en secreto de los oponentes.) Las cartas restantes se colocan a un lado, sin ser vistas. 3. Coloca las chas de malvaisco al alcance de todos los jugadores. Ten en cuenta que los malvaiscos pequenos valen 1 punto cada uno, mientras que los malvaiscos grandes valen 5 puntos cada uno.El repartidor comienza la ronda jugando una carta desde su mano boca arriba en el centro del rea de juego, comenzando la baza. El juego contina en el sentido horario, y cada jugador agrega una de sus propias cartas boca arriba a la baza tambin. Al jugar una carta, se aplican las siguientes reglas. Cuando una carta se puede jugar como la primera carta de una baza. Esta carta determina el palo principal de la baza. Todos las cartas posteriores en la baza deben seguir el palo principal (debe coincidir con el color de la primera carta). Si ninguno de las cartas coincide con el palo principal, puedes jugar cualquier carta de tu mano.Cuando cada jugador ha jugado una carta, quien haya jugado la carta ms alta en el palo principal gana la baza. Nota: Durante la primera ronda, no hay palo de triunfo (ver Comenzar una nueva ronda para ms informacin). El jugador que gana la baza recoge todas las cartas del centro del rea de juego y las coloca boca abajo en una pila frente a s mismo. (A medida que recolectes ms bazas, coloca cada una en una pila separada, para que quede claro cuntas bazas tiene cada jugador). El ganador de la baza continua la ronda jugando una carta de su mano para comenzar la siguiente baza.Una vez que un jugador recolecta una cantidad especia de bazas, queda fuera por el resto de la ronda y recibe chas de malvaisco equivalentes a la cantidad total de bazas boca abajo de todos los dems jugadores. Dependiendo del nme-ro de jugadores, esto ocurre despues de recolectar el siguiente nmero de bazas:Nmero de Jugadores2 3 4 5Nmero de Baza#4 3 3Despus de quedar fuera, descarta las cartas restantes en tu mano a un lado, boca abajo, pero deja tus bazas frente a ti, ya que estas se seguirm contando para los puntajes de otros jugadores. De los jugadores restantes, el siguiente jugador en sentido horario comienza la siguiente baza.Ejemplo: En un juego de cuatro jugadores, el jugador A gan su tercera baza y, por lo tanto, queda fuera de la ronda. El recolecta un total de 4 chas de malvaisco: 2 por las bazas del jugador B y 1 por las bazas de los jugadores C y D. El jugador B comienza la siguiente baza. Una ronda termina cuando solo queda un jugador que no ha quedado fuera. Ese jugador no recibe malvaiscos y se convierte en el repartidor de la pxima ronda.Regla especial para cinco jugadores: en un juego de cinco jugadores, es posible que quede ms de un jugador incluso despues de haber jugado las 12 bazas. Cuando esto sucede, ninguno de los jugadores restantes recibe malvaiscos. Si el jugador que recolect la baza ms reciente no ha queda-do fuera, es el repartidor de la prxima ronda. Sin embargo, si el jugador que recolect la baza ms reciente qued fuera como resultado de esto, recibir sus malvaiscos como de costumbre y el primer jugador, en sentido horario, que an permanece en la ronda se convierte en el siguiente repartidor.El repartidor de la segunda ronda (y ms al) baraja todas las cartas (incluidas las que se apartaron) y reparte a cada jugador una nueva mano de 12 cartas. Luego, despues de que el repartidor haya examinado sus cartas, 1.declara uno de los cinco palos como el palo de triunfo. Las cartas de este palo vencern a todos los otros palos mientras dure la ronda.El repartidor comienza la primera baza de la ronda, como antes, y la ronda se desarrolla igual que la anterior, con la siguiente adicin: Si un jugador no puede seguir el palo principal y agrega una carta de triunfo a una baza, todos los siguientes jugadores tambn pueden jugar un triunfo en esa baza, incluso si de lo contrario an pudieran seguir el palo principal.Cuando cada jugador ha jugado una carta, el ganador de la baza se determina de la siguiente manera: Si se jug alguna carta de triunfo, la carta de triunfo ms alta gana la baza. Si no se jugaron cartas de triunfo, la carta ms alta del palo principal gana la baza.Continjen jugando rondas hasta que un jugador recolecte un total de 20 (o ms) puntos. El juego termina instantneamente cuando esto sucede. La ronda actual no se completa y el jugador exitoso es el ganador.En caso de que nunca hayas odo hablar de l, el ttulo de este juego proviene del experimento de malvaiscos de Stanford, una serie de estudios sobre la grati-cacin retrasada realizados por el psiclogo Walter Mischel a nes de los aos 60 y principios de los 70. En los estudios, a los nios se les ofreci elegir entre recibir un malvaisco de inmediato o dos malvaiscos si esperaban un poco ms. Inspirado por el famoso experimento, el diseador Reiner Knizia cre este inteligente juego de bazas que recompensa la paciencia. Si puedes descubrir cmo ser el penltimo en quedar fuera en cada ronda, encontrars este juego bastante gratificante!70 Bridge Street, Newton, MA 02458jester@gamewright.com | 617-924-6006gamewright.com 2020 Gamewright, una divisin de Ceaco Inc. Todos los derechos reservados.SGUENOSISGUENOSIMR 2-5JUGADORES10+EDAD#5b.com/gamewright@gamewrightyoutube.com/gamewright@gamewrightJugador Aljugador Bjjugador Djjugador C5 puntos1 punto Components#60 cards20 small marshmallow tokens15 large marshmallow tokensInstructionsObject of the Game Are you all about instant gratification? Or can you be patient enough to wait for a greater reward later? Test your willpower by winning tricks and collecting marshmallows for your opponent's tricks. The first player to 20 points wins. Setup The player who last ate something with marshmallows starts as the dealer for the first round. Shuffle the deck and deal each player a hand of 12 cards. (Keep your hand secret from opponents). Place any remaining cards off to the side, unseen. Place the marshmallow tokens within easy reach of all players. Note that small marshmallows are worth 1 point each, while large marshmallows are worth 5 points each. Game Play The dealer begins the round by playing a card from their hand face up to the middle of the playing area, starting the "trick". Play proceeds clockwise, with each player adding one of their own cards face up to the trick as well. When playing a card, the following rules apply: Any card can be played as the first card of a trick. This card can be played as the first card of a trick. This card determines the trick's "lead suit". All subsequent cards in the trick must follow the lead suit (match the color of the first card). If none of your cards match the lead suit, you may play any card from your hand. When each player has played a card, whoever played the highest card in the lead suit wins the trick. Note: During the first round, there is no trump suit (see "Starting a New Round" for more). The player who won the trick collects all of the cards from the center of the playing area, and puts them face down in a stack in front of themself. (As you collect further tricks, place each one in a separate stack, so that it's clear how many tricks each player has). The winner of that trick continues the round by playing a card from their hand to start the next trick. Going out Once a player collects a specific number of tricks, they're out for the rest of the round and receive marshmallow tokens equal to the total number of all other players' face-down tricks. The number of tricks required varies based on the number of players, as follows: After you go out, discard any remaining cards in your hand to the side, face down, but leave your tricks in front of you, as these will continue to be counted toward other players'scores. Of the remaining players, the next player in clockwise order starts the next trick. Example: In this four-player game, Player A has just won their third trick and therefore goes out for the round. They collect a total of 4 marshmallow tokens: 2 for Player B's tricks and 1 each for Player C's and D's tricks. Player B starts the next trick. End of the Round A round ends when there's only one player remaining who hasn't gone out. That player does not receive any marshmallows and becomes the dealer for the next round. In a five-player game, it's possible that more than one player remains in the round, even after all 12 tricks have been played. When this happens, none of the remaining players receive any marshmallows. If the player who collected the most recent trick has not gone out, they are the dealer for the next round. However, if the player who collected the most recent trick did go out, they receive their marshmallows as usual and the first player, in clockwise order, who still remains in the round becomes the next dealer instead. Start a New Round The dealer for the second round (and beyond) reshuffle all the cards (including any that were set aside) and deals each player a new hand of 12 cards. Then - after the dealer has examined their cards - they declare one of the five suits as the "trump suit."Cards of this suit will beat all other suits for the duration of the round. The dealer begins the round, as before, and the round plays out just like the previous one, with the following addition: If a player is unable to follow suit and adds a trump card to a trick, all following players may also play a trump to that trick - even if they could otherwise still follow suit. When each player has played a card, the winner of the trick is determined as follows:If any trump cards were played, the highest trump card wins the trick.If no trump cards were played, the highest card in the lead suit wins the trick.If no trump cards were played, the highest card in the lead suit wins the trick.End of the Game Continue playing rounds until one player collects a total of 20 (or more) points. The game ends instantly when this happens. 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