

**LUCRE** is a trick taking card game for 4 players. The nameless Guilds care about one thing: coins. Each player controls a single Guild, and will play cards from their Guild deck (13 cards, each with a Value of 1-13 and worth 1-3 coins, each with no Value and 1 coin on the back) in an attempt to acquire more coins.

Each game, the 8 Purse cards are seeded randomly from each player's Guild deck, meaning that every game, the Purse cards and the Guild cards available to each player will be different. At the end of 8 rounds, the player with the most coins wins.

### **SET UP**

Separate the 52 Guild cards by Guild type (indicated by the card's illustration). Place the 2 reference cards to the side of the play area (any player may look at these reference cards at any time).

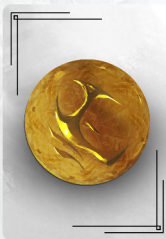
Each player takes a single Guild deck and shuffles that deck of 13 cards and places it face down in their Wealth (play area).

Next, each player places the top 2 cards of their Guild deck face down in the middle of the play area. These 8 cards are shuffled and placed in a face down Purse deck in the middle of the play area.

Finally, each player draws 3 cards from their Guild deck, forming their hand. Each player may place up to 2 cards from their initial hand beneath their deck and draw 2 cards. A player's hand is kept secret from the other players.

### **GUILD CARDS**

Lucre revolves around playing Guild cards. Each player has their own deck of Guild cards.



The front of each Guild card has a Value (1-13), as well as a number of Coins (1-3). The back of each Guild card features a single Coin, and has no Value.

A played Guild card's Value is used to determine how each round is resolved.

Over the course of the game, players will add Guild cards to their Wealth, and at the end of the game, the player with the most Coins in their Wealth wins the game.

The distribution of Value and number of Coins is identical across the 4 different Guild decks.

*Once a card has been played face down as a single Coin, no player may look at the other side of that card!*

**Lucre** is played over a series of 8 rounds. Each round, a Purse card will be revealed from the top of the Purse deck in the middle; indicating the Purse for the round as well as the Lead Guild (starting) player. Each player will play a single card from their hand to the middle, in attempts to gain additional coins for their Wealth several ways.

For a how to play video, please visit: [smallboxgames.com/lucre](http://smallboxgames.com/lucre)

### **ROUND SEQUENCE**

Each Round follows the following sequence (this can be found on the reference card).

1. The top card of the *Purse* deck is revealed, indicating the *Purse* card and *Lead Guild*.
2. Each player draws 1 card from their deck.
3. The *Lead Guild* player plays 1 card from their hand face up to their *Wealth* and then 1 card from their hand to the middle, either face up or face down\*.
4. Each other player, in clockwise order from the *Lead Guild* player, plays 1 card from their hand to the middle, either face up or face down\*.

\*Players may not play a card with the same Value as any other card played this round. Face down cards have no Value.

After each player has played 1 card, the round resolves.

If this was not the 8th round, a new round begins. If it was the 8th round, the game ends and scoring takes place.

### **RESOLVING THE ROUND**

When a round is resolved, the following occurs:

The player with the highest Value played card moves the *Purse* card and their played card to their *Wealth*.

The player with the lowest Value played card moves their played card to their *Wealth*.

Each other player moves their played card to their *Wealth* face down (as a single *Coin*).



The Blue Guild player has played the highest Value card, they move their played Value 10 card and the Purse card to their Wealth.



The Green Guild player has the lowest Value, they move their played Value 1 card to their Wealth.



The Red Guild player moves their played card to their Wealth, face down as a single Coin.



The Yellow Guild player moves their played card to their Wealth, face down as a single Coin.

### **SCORING**

After resolving the 8th round, the game ends and scoring takes place.

Each player adds the remaining 1 card in their hand to their *Wealth* face up.

Players add together the *Coins* in their *Wealth*. The player with the most *Coins* wins. In the event of a tie, the player with the most cards in their *Wealth* wins the tie.