

Money cards. Any Money cards in the trick in which the Lion of India is played count double, and the trick in which the Bear is played is worthless (subject, of course, to the rule regarding the play of both Lion of India and Bear in the same trick).

If the highest bidder's side has captured cards that total or exceed its bid, it scores all it has earned. If the highest bidder's side has failed to earn at least its bid, it is "set back" the total amount of its bid. It not only can't score what it earned, but has the entire bid amount recorded as a negative score (deducted from its current or future earnings).

The opposing side, which did not name the trump color, retains the total amount it made.

The game is won by the side that first scores one million Rupees. If both sides reach or exceed one million Rupees at the end of the same hand, the highest score wins.



For rules for 6 or 8 players, (requires two decks) visit: www.makeamillionrupees.com

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MAKE-A-MILLION RUPEES

Rules of the Game

Designed for 4 players.

Two teams composed of two players each.

For complete rules and variations of play,
please visit: www.makeamillionrupees.com

OBJECTIVE: To capture tricks in which Money cards have been played. Partners work together to take as many tricks containing Money cards as possible. The side to first score a million Rupees wins.

DEALING: Players from the same team sit across from one another when playing as "fixed partners" but there is a variant of the game whereby you may "call" your partner who holds a desired card (such as the Bengal Tiger Takes All) and does not reveal his/her identity until that card is played. After each hand, the deal passes to the left. The dealer distributes the entire pack, randomly placing three cards aside to form the "widow" (*purpose explained later*).

BIDDING: Players bid for the privilege of choosing the trump color. The player to the left of the dealer begins the bid and may begin at or greater than ₹175,000, and the highest bid is usually from ₹220,000 to ₹260,000. Each subsequent bid must be at least ₹10,000 higher than the previous bid.

Thus, following a starting bid of ₹175,000, bids such as ₹185,000, ₹200,000, ₹210,000, are proper. The bid then continues clockwise, and each player must make a bid or pass. This process continues until everybody except one player has passed.

Note: The highest possible score for one hand is ₹400,000 plus/minus what the Lion of India or Bear cards may double or cancel.

The widow goes to the highest bidder, who also names the trump color. The highest bidder then takes the widow of three cards. He may retain any or all of these in his hand, and then must discard three unwanted cards in their place. He must not discard a Money card unless there are no other non-Money cards to discard—in which case he must show the Money cards he discards to other players. He must never discard The Bengal Tiger, Lion of India and Bear Trump cards. The highest bidder then announces the color of trumps.

THE TRUMP CARDS:

The Lion of India card

The Lion of India card may be played only when its holder cannot play a card of the color led, or when it is the last card held in a player's hand. It is a very important card because it doubles the value of the count cards in that trick for the side that captures it.

The Bear card

The Bear card may be played only when its holder cannot play a card of the color led, or when it is the last card held in a player's hand. It cancels the value of the Money cards in that trick for the side that captures it. If the Lion of India and the Bear Trump cards are both played upon the same trick, the value of the trick is affected only by whichever is

played last. If a player is forced to lead a trick with the The Lion of India or Bear card then the player who first follows with a number, Money card, or Bengal Tiger card establishes the color of that suit.

The Bengal Tiger card

The Bengal Tiger card is always the highest trump and is used like any card of the trump color. If led, it calls for the play of trumps. If trumps are led and the player with the Bengal Tiger card has no other trumps in his hand, he has to play the Bengal Tiger card.

VARIATION: Trump cards may be played at any time regardless of the color led.

PLAYING: After the trump color is announced (and widow removed), the highest bidder begins game by playing any card of any color. Play passes to the left, each person playing one card. The highest card of the color led takes the cards thus played, called a trick, unless the trick is trumped – the highest trump played takes the trick.

Note: If the player has a card of the color led, he must play a card of that color.

If a player does not have a card of the Color led, he may either "throw away," (i.e., play a card of any other color), or, he may in such case, play a trump card, if he has one.

Partners must not advise each other what to play.

Whoever takes a trick places it face-down in front of him so all captured tricks are kept in one group. Tricks containing Trump cards are kept separate from others. The player taking the trick leads the next trick. Trump cards cannot lead trick unless the player has no other cards left in their hand.

SCORING: After all the cards of the hand have been played, each side adds up the score of the captured