



# Spades in Shades

**4 (or 3) Players**

## **Summary:**

The classic trick taking game with spades as trump, but you alternate between Light and Dark Hands.

## **The Object:**

Take enough Tricks to match your bid.

## **Overview:**

In this game players switch between their Light Hands and Dark Hands between each Trick. Just remember that when you play a card from your Light Hand you are giving up a card from your Dark Hand too!

## **The Deck:**

Remove the Jokers from the deck and leave them on the table. These will remind everyone when to play from your Light Hand or your Dark Hand. Have a pen and paper ready for bidding and scoring.

## **The Deal:**

Each player chooses a card at random, the player with the highest ranking Light card is the first dealer. Deal out all of the cards. 4 players will get 13 cards.  
(3 players get 17 with one left over. Leave that card face down, as it won't be used.)

## **Tricks:**

A "Trick" is a set of cards, one from each player.

In this game Spades are trump, so the highest ranking Spade will take a Trick.

If no Spades are played, the highest ranking card in a Suit and Shade (Light or Dark) that matches the lead card takes the Trick.

Aces are High, 2s are low.

As you take tricks, stack them separately so you can count them easily at the end of the hand.

## **The Bid:**

After examining their cards, each player will bid on how many tricks they plan to take. Start with the player left of the dealer and continue clockwise. Each hand has 13 Tricks (17 tricks with 3 players).

You must bid at least one Trick.

Choose a score keeper to write down each player's bid for each hand.

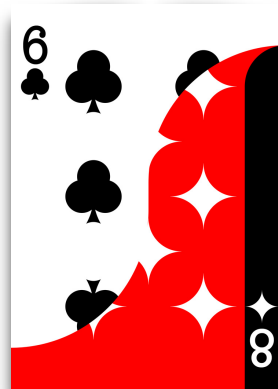


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## The Play:

The player to the left of the dealer chooses a card from their hand to lead the first trick. The suit of the lead card can not be a Spade. They announce the shade, rank, and suit of the lead card. The dealer places the Joker matching the shade of the lead card (Light or Dark) face up on the table. After every Trick the dealer will switch Jokers between Light and Dark.

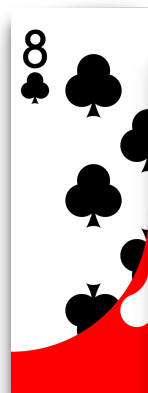
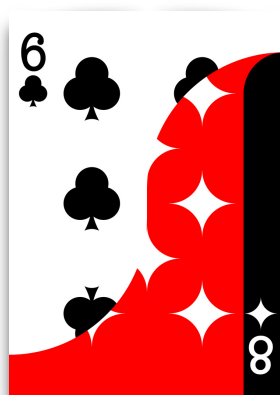


For example, the lead card for the first trick is the Light 6 of Clubs. The dealer puts the Light Joker face up. During this trick, players only use the Light Hand side and the Dark side of the cards is ignored. The other players must play a light card in the same suit if they have one. If they can not follow suit they can play any card.

After the Trick is complete the player who played the highest ranking Spade, or the highest ranking card in the lead suit if no Spades were played, takes the Trick.



The Light 6 of Clubs is the Lead Card, so the Light 8 of Clubs takes this trick. Notice that the Dark King of Clubs has no value in this Trick.





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## The Play (continued):

After each Trick is finished, the Dealer switches Jokers, players switch between Light and Dark hands, and the player who took the last Trick leads the next one in the new shade.

## Breaking Spades:

You can not lead Spades until Spades have been broken in the shade you are playing (unless all of your cards in that shade are spades).

In other words, you can not lead with a Light Spade until someone has played a Spade in a Light Hand, and you can not lead with a Dark Spade until someone has played a Spade in a Dark Hand.

Reminders: You can't play a spade if you can play a card in the lead suit. And if someone leads Spades you must play a Spade in that shade if you have one.



Here the lead card is Dark Jack of Hearts. Two players followed suit with Dark Hearts but one player did not have Dark Hearts and trumped everything with the Dark 3 of Spades. (the Light 6 of Spades does not count in this hand)

Now Spades are broken in the Dark Hand and players can lead with a Dark Spade.

Neither the Dark 3 of Spades nor the Light 6 of Spades have broken Spades in the Light Hand.



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## **Scoring:**

At the end of each hand, players count how many tricks they took.

If the number of Tricks is smaller than the player's bid at the start of the hand, the player earns zero points for the hand.

If the number of Tricks is the same as the number of the player's bid, the player earns 10 points for each Trick.

If the number of Tricks is more than the number of the player's bid, the player earns 10 points for each Trick they bid for and one point (Bag) for each additional Trick. If a player gets a total of 10 Bags during the game, 100 points are subtracted from their score.

After the hand is scored, the player to the left of the dealer becomes the new dealer. They will deal the cards, and the player to their left will choose the lead card for the first trick of the hand.

## **The End:**

The game ends when a player reaches a total of 500 points (or 200 for a shorter game).

If two players surpass 500 points in the same hand, the player with the higher total wins. If the scores are tied, play one tie breaker hand to determine the winner.

## **Variations:**

Some variations on Spades let you bid Zero or "Nil". If you bid Nil and don't take any Tricks you earn 100 points. But if you bid Nil and take one or more Tricks, 100 points is subtracted from your total score.

10 Tricks or "Wheels". If you bid 10 Tricks and succeed you earn 200 points.

## **Hints:**

It helps to remember what cards have been played and what cards are still in waiting.

There are no cards with the same suit on both the Light and Dark sides.

Every Ace is joined with another Ace. There are only four Aces.

Every card Ranked 8 and over is joined with a card Ranked 7 and under.