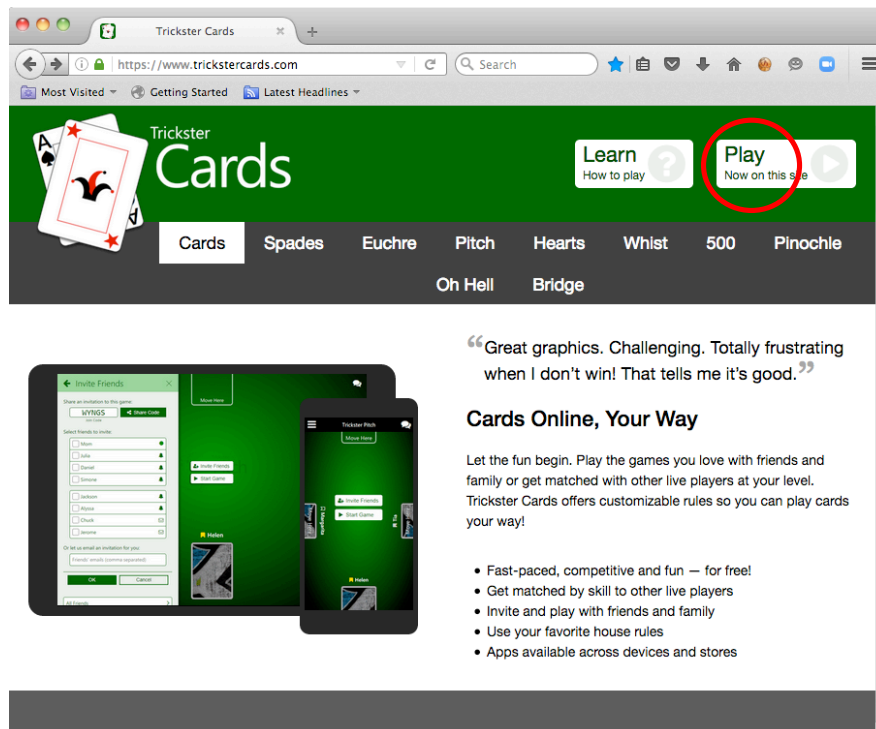# Trickster Cards - How to Play

1. On Monday of each week Les Hazlewood will email you and ask if you want to play Bridge on Wednesday of that week. If you wish to play you play, please reply by Tuesday evening (or earlier if possible).

2. If you reply to say you are able to play and we are *unable* to include you (because we don't have enough players to make up a 4), then we will let you know by email on Wednesday morning.

3. If you reply to say you wish play and we are *able* to include you, then we will email you on Wednesday morning with information about who you will be playing with, and who will be organising the game (which you will then be playing at 2.00 pm on Wednesday, for about 2 hours).

4. The organiser will set-up a game on Trickster Cards and invite you to join the game.

   In theory you should receive an email from Trickster Cards inviting you to join a game at 2.00 pm on Wednesday and include a 5 letter/digit code that you should use to join the game. However, recently Trickster Cards has not been sending out these invitation emails, so on Wednesday morning you should expect another email from the game organiser which includes the code.
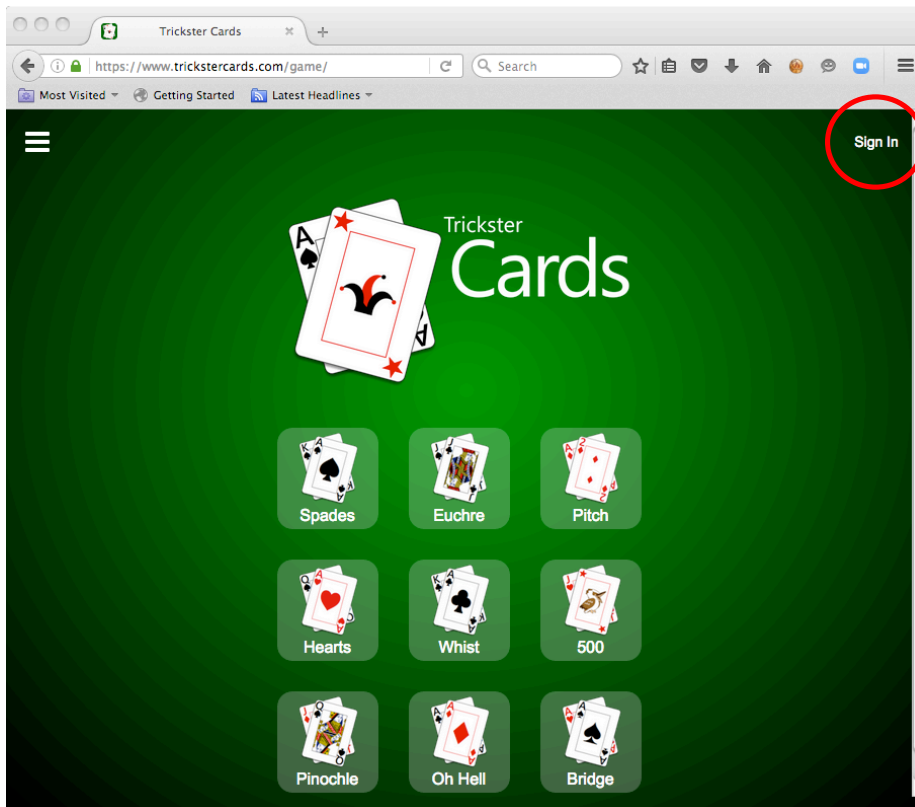
5. Just before 2.00 pm on Wednesday, you should do a Google Search for "Trickster Cards", or go directly to the Trickster Cards website using the URL:
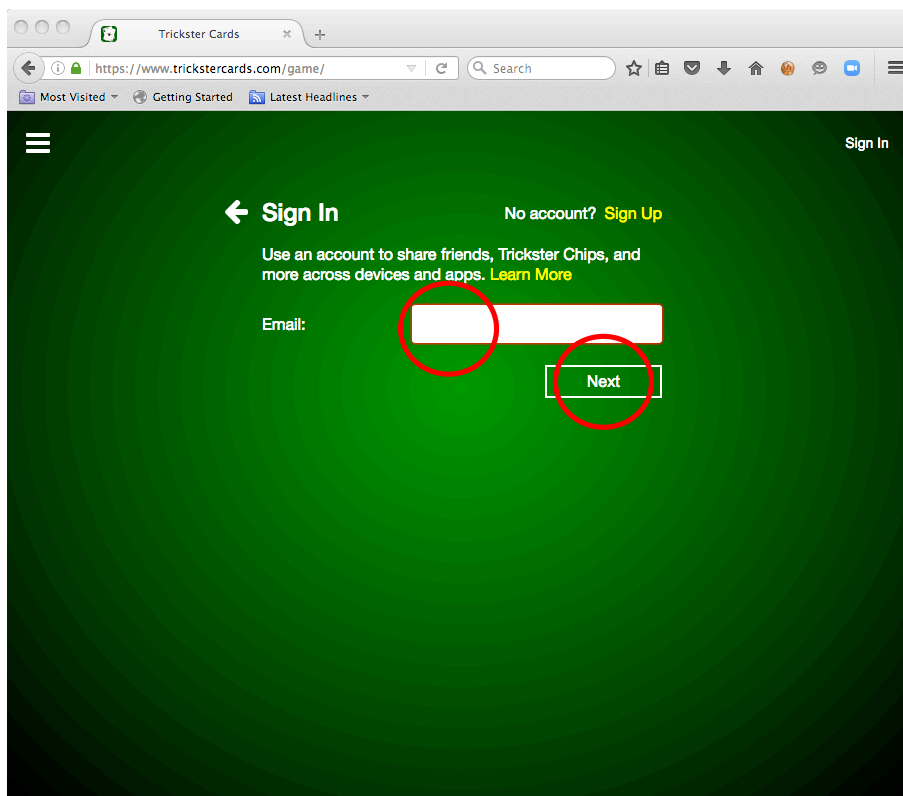
   https://www.trickstercards.com/
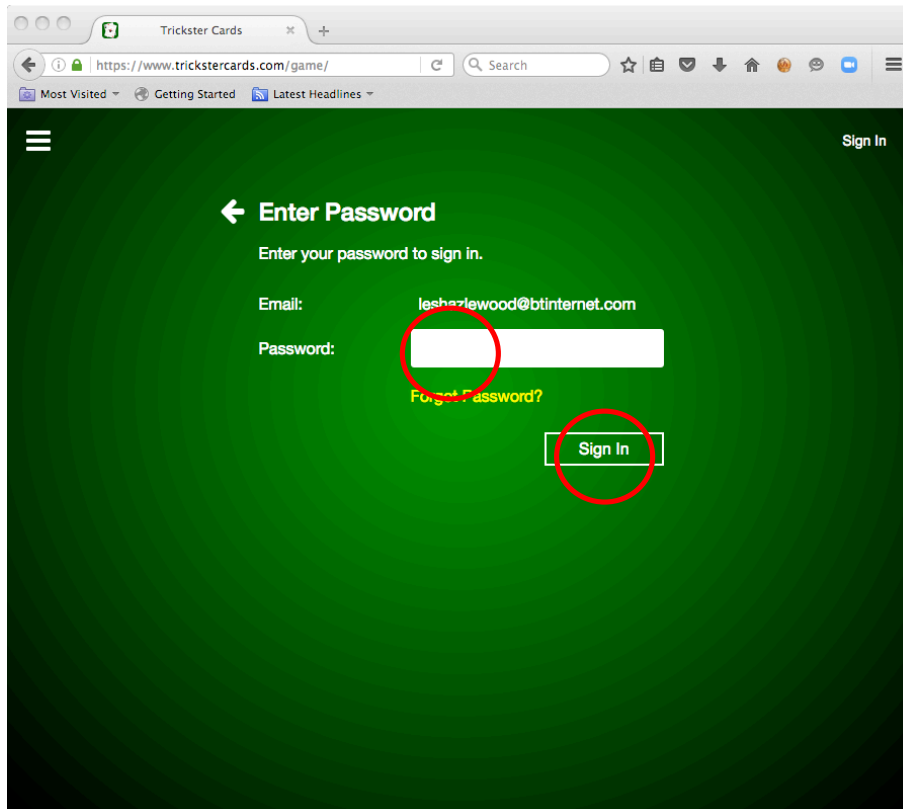
   which should look like this ....

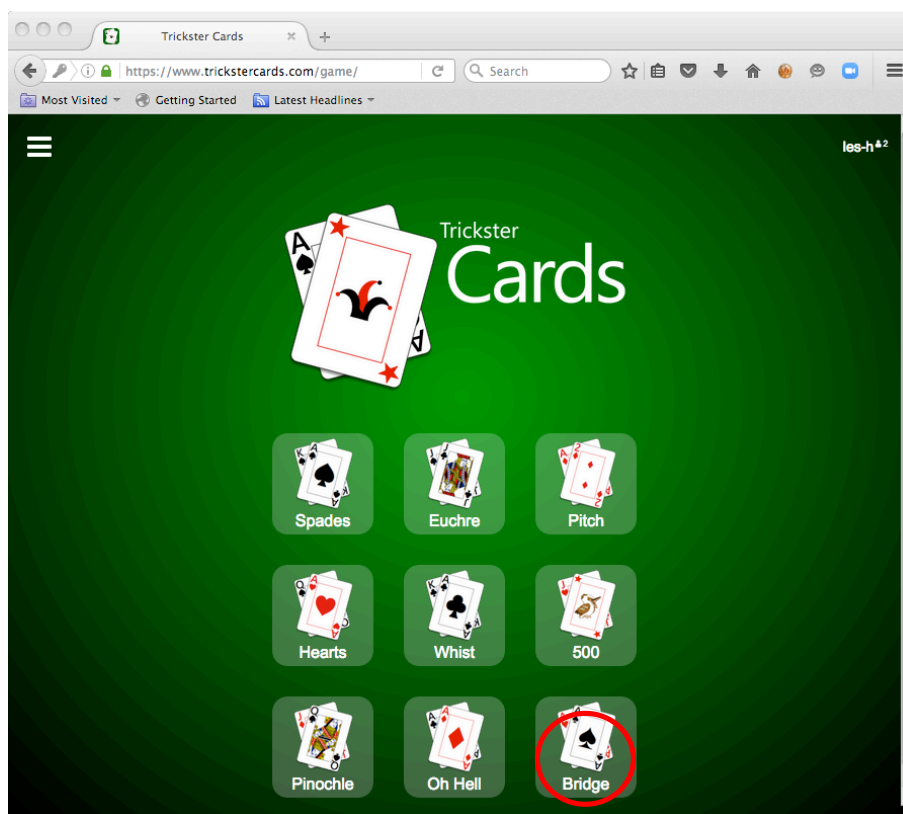6. Click on the white "Play Now on this site" box (in the top right-hand corner), to give:

7. Click on the white "Sign In" words (in the top right-hand corner), to give:

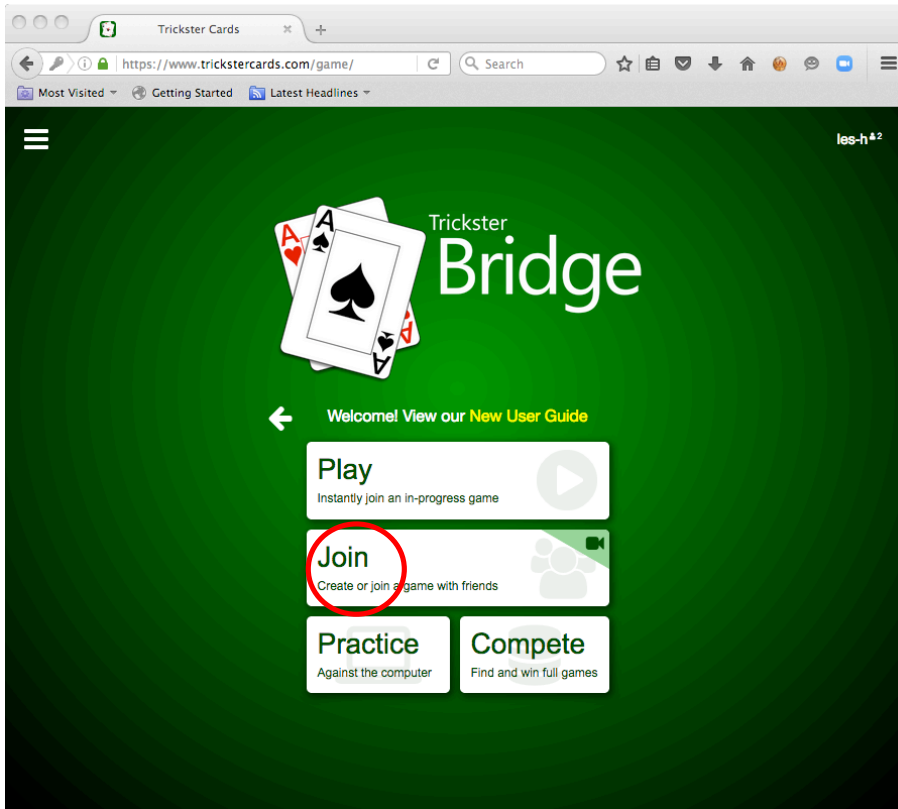8. Enter your "Email" address and click on the green "Next" button to give:

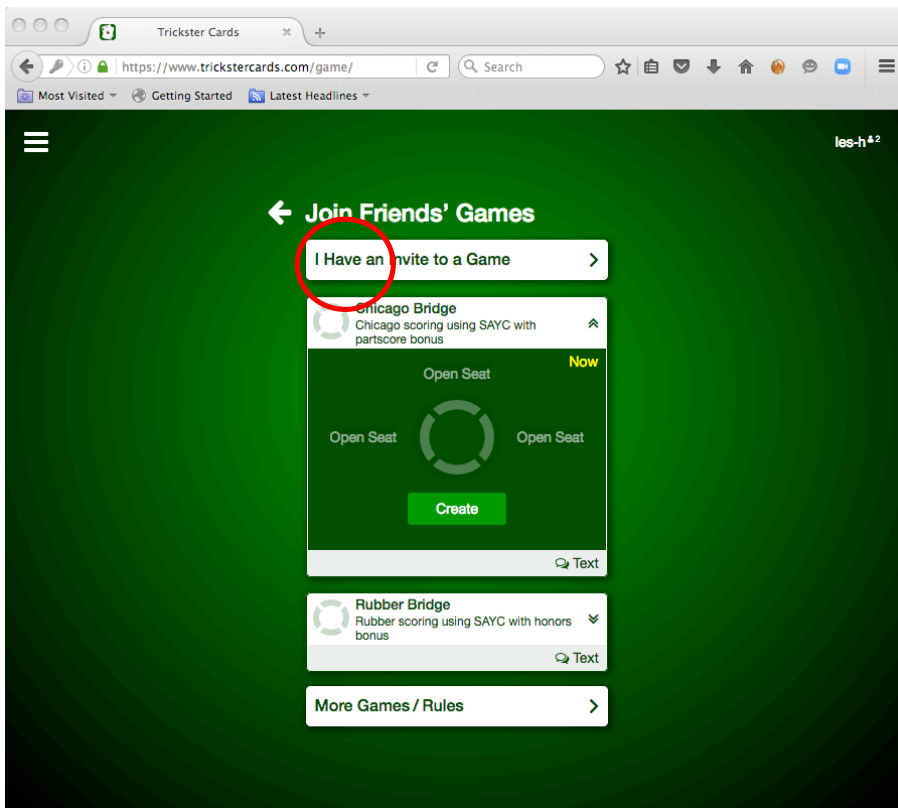9. Enter your "Password" and click on the green "Sign In" button to give:

Note that your "Player name" will now appear in the top right-hand corner of the screen.
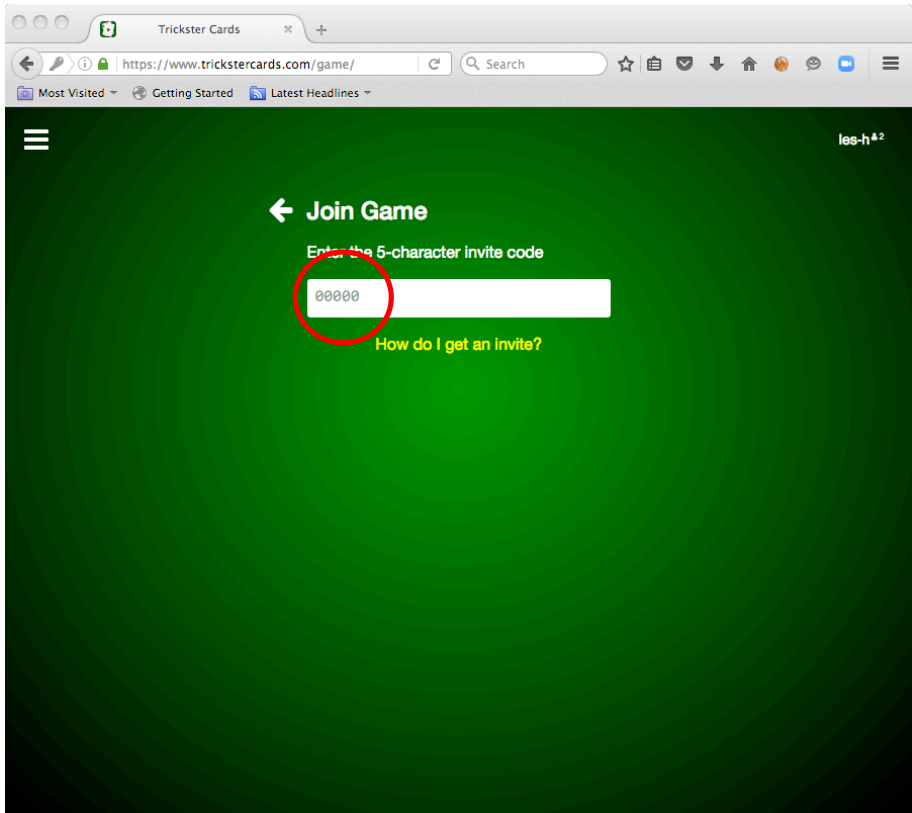
10 Click on the "Bridge (and cards)" box (at the bottom right) to give something like:
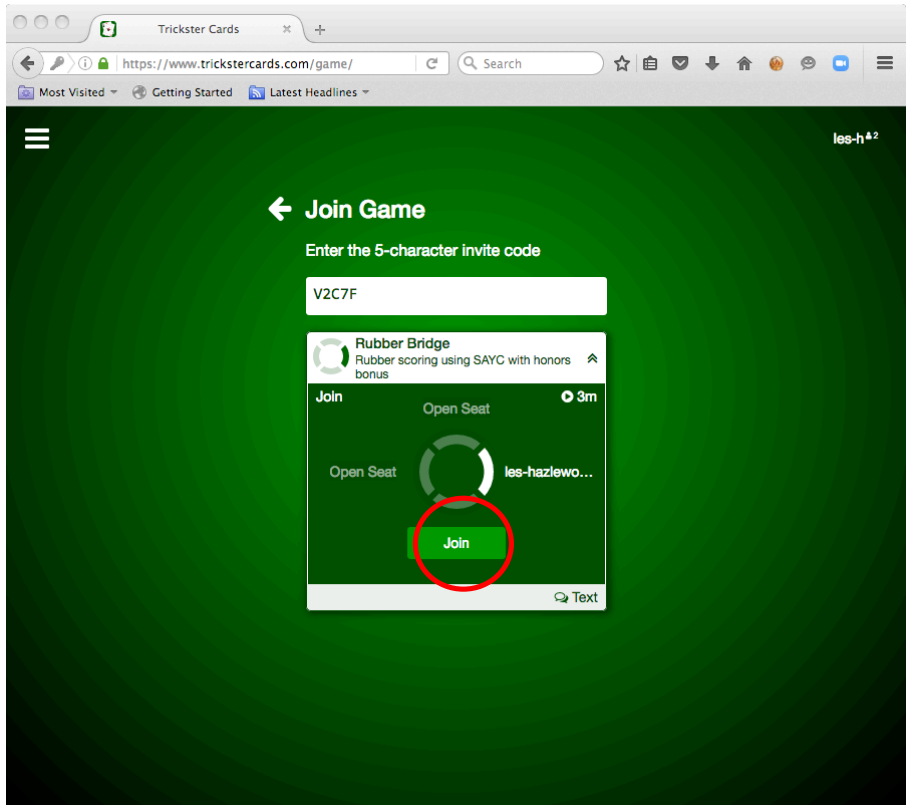

11. Click on the white "Join Create to join a game ..." button to give something like:

12. Click on the white "I Have an Invite to a Game >" button to give something like:
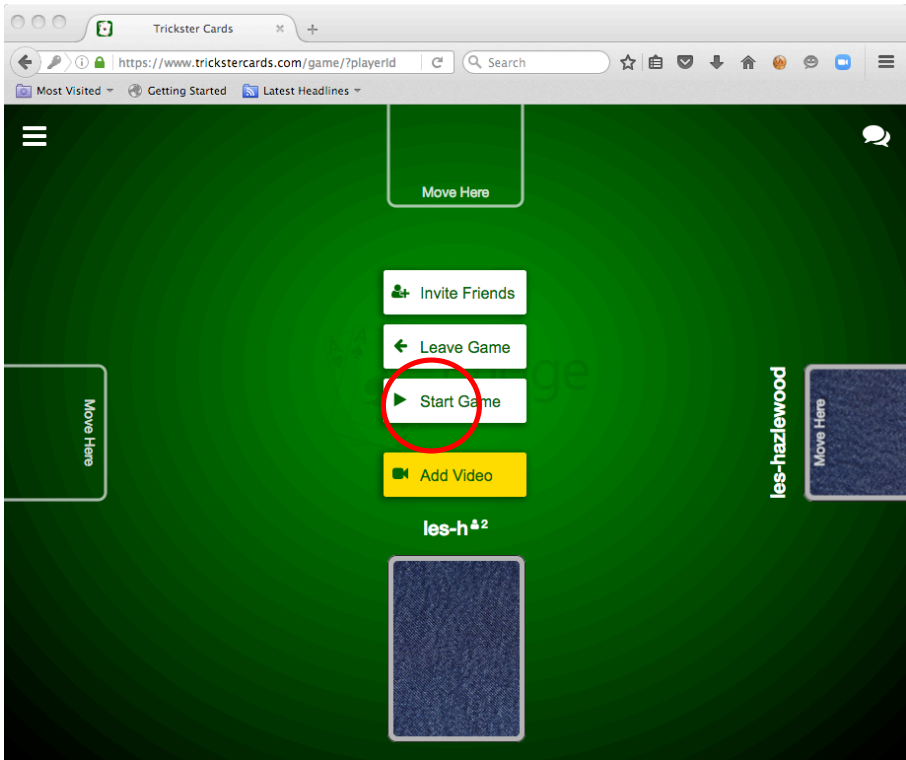

13. Enter the 5 letter/digit joining code that you were sent on Wednesday morning, and hit the "Return" key to give something like:

A "Rubber Bridge" game box will appear. It will have the time the game is due to start, and it may also have the "Player names" of the other players who are already there waiting to play.
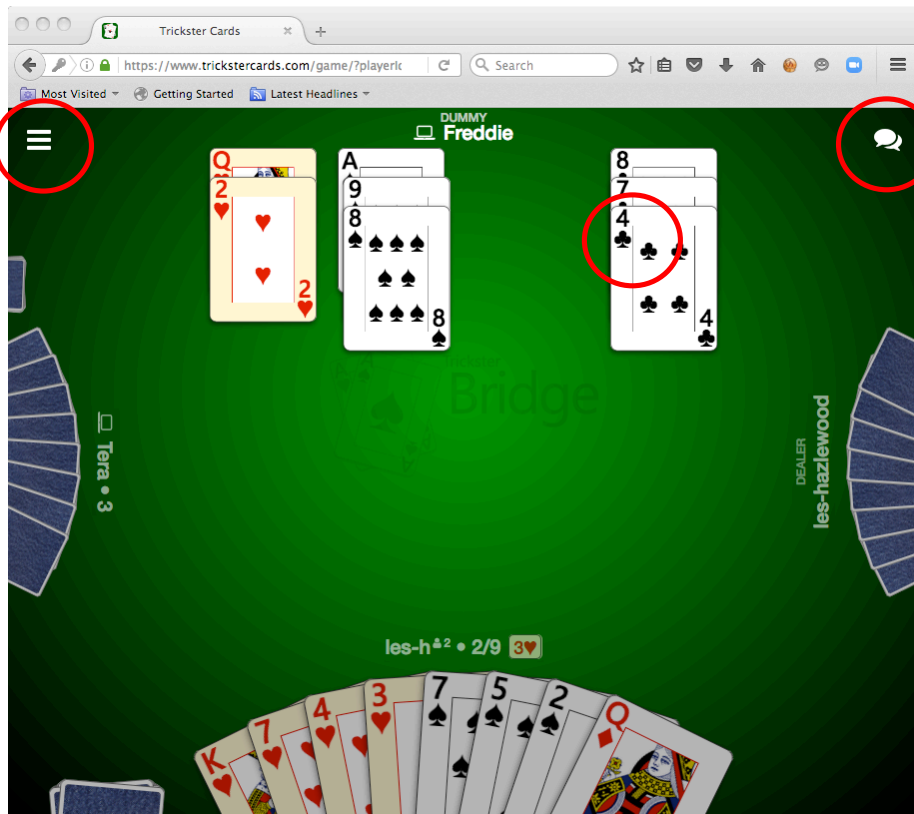
14. Click on the green "Join" button to give:

As other players join the game, their "Player names" will appear in each of the four seating positions at the table/screen, but you will always be the player at the bottom centre. An "Add Video" button may also appear if your computer has a camera - click this if you want to see and be viewed, and speak to and be heard, by the other players.

15. When everyone has arrived, click on the white "Start Game" button to start the game.
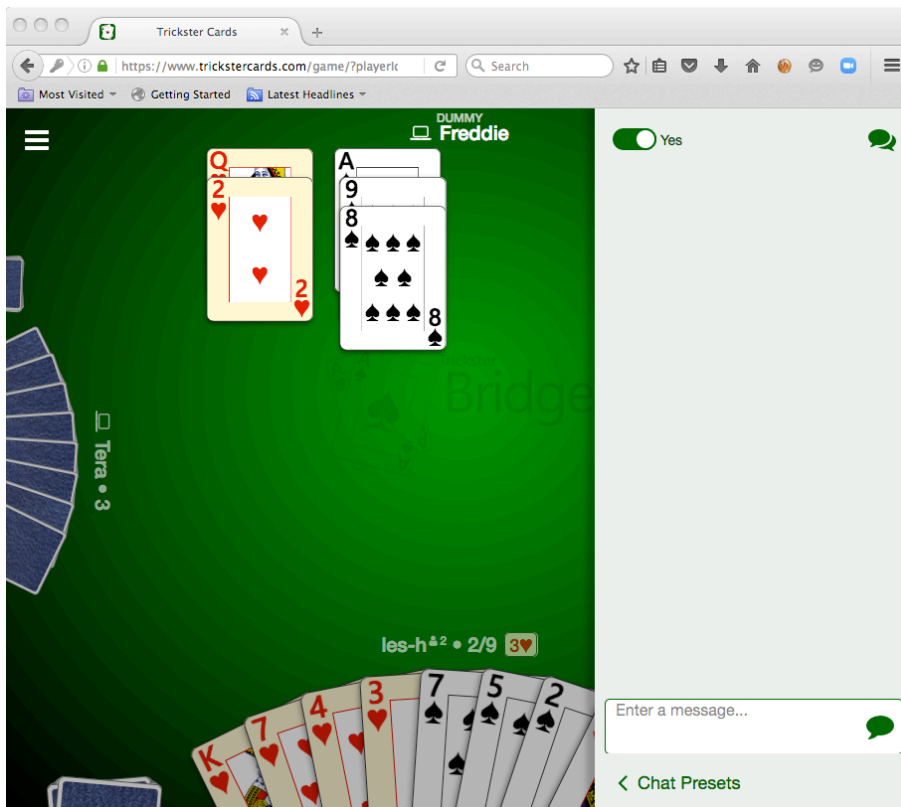

The cards will then be dealt. The different bids are shown over the top of each hand, and when it is your turn to bid, your "Player name" will appear in white, and a series of possible bids will be shown (in the centre of the table). Click on the button for the bid you want to make.

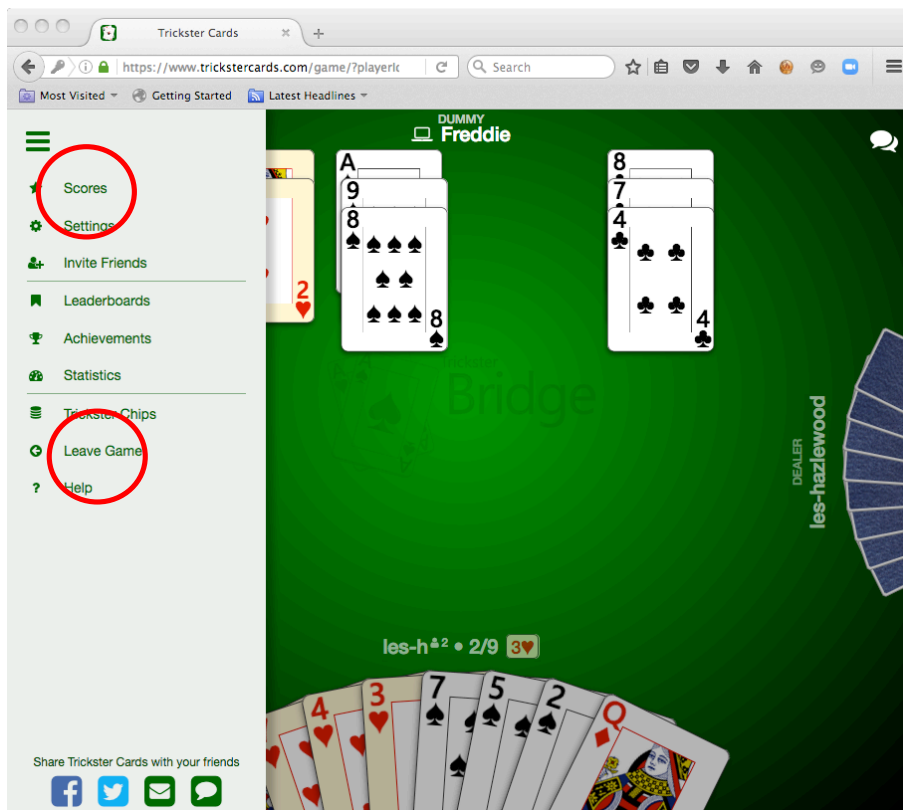16. As soon as the bidding is finished the play starts, and looks like:

When it is your turn to play a card, your "Player name" will appear in white. Click on the card that you wish to play.
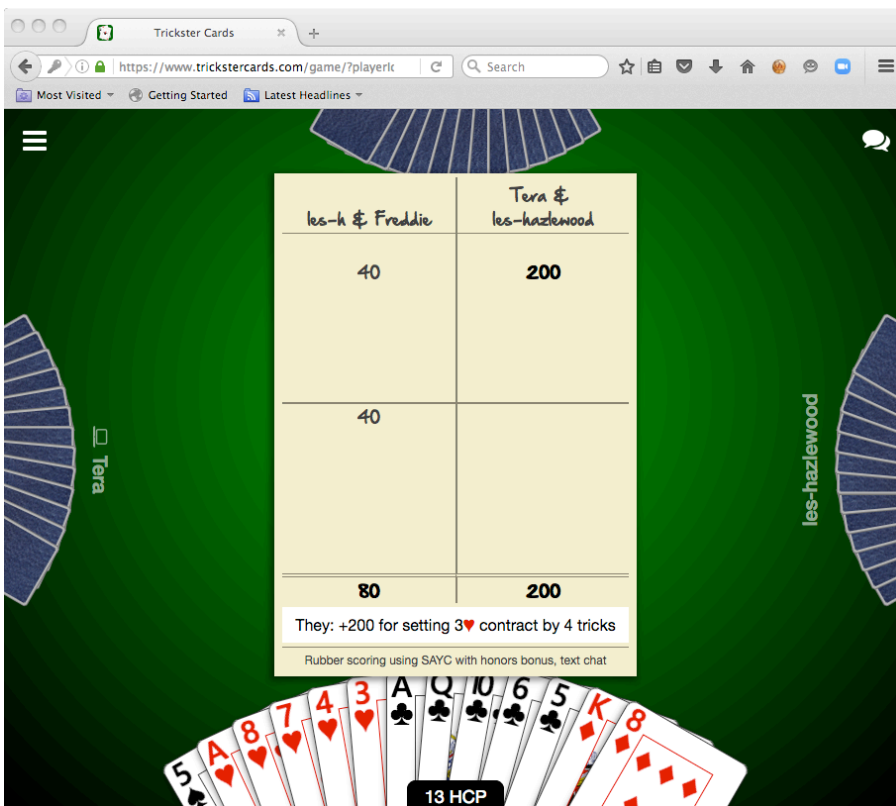
17. At any time you can click on the "speech bubbles" button (at the top right-hand corner) to be able to send a message to all the other players as follows:

18. Also at any time you can click on the box with the "3 horizontal bars" (in the top left-hand corner), to give:

19. You can then click on the "Scores" word to show the current state of the Rubber

which shows the scores above and below the line, as well as the total scores overall.

20. Also you can click on the "Leave Game" word when you have finished playing the game (don't forget to warn the other players that you are going to do so), and don't forget to "Sign Out" from the system.