



# Calypso



# CALYPSO

— A CARD GAME FOR 4 PLAYERS—

## Object

To win tricks and make up Calypsos. (comprising Ace down to 2). The partnership with the highest point score wins.

## You will need

Four decks of cards (no jokers) shuffled together plus a Calypso board placed in the middle of the card table.

## Prior to play

Draw cards: The 2 highest cards play the 2 lowest.

Whoever drew the highest card chooses which suit they want. Each player will have a suit shown on his side of the board, which will be his 'trumps'.

Players play in partnerships opposite each other:

- spades & hearts
- diamonds & clubs.

Players must follow the suit which has been led unless unable. The highest card drawn will deal first, thereafter the deal rotates to the left clockwise. The player to the right of the dealer cuts the (shuffled) pack.

The dealer deals 13 cards from the top of the pack, one at a time to each player face down. The remainder of the pack is placed to the left of the dealer of the next hand.

A game of Calypso comprises 4 deals.

## Play

The player to the left of the dealer leads the first card of any suit, usually his trump suit.

Players must follow suit but if unable he can discard or trump with his own suit. The player with the highest card in the suit led wins the trick,

unless it is trumped by a player who cannot follow suit but use his own trump with a higher number. Exception: the player who leads with his own trump suit will win the trick, regardless of number (high or low), unless trumped by another player with a higher card.

The winner of the trick places any pertinent cards in his or his partner's Calypso and the rest are placed face down in a pile in front of him (they are worth 10 points per card and counted at the end of the game).

- Only one Calypso each can be built at a time. Calypsos are continued through all four games of the play.
- When a Calypso has been completed the player can start to build another (using any relevant cards from the trick he has just taken).
- You can't take cards from previous tricks to build a Calypso.
- Nor can you look at the cards from previous tricks.

Play continues, until all 13 tricks have been played and then a new hand is dealt, until all four hands are completed, finishing the game.

## Scoring

Partners total their score together after all four hands.

- 1st completed Calypso of each player = 500 points
- 2nd = 750 points
- Any more = 1000 points
- Each card in an incomplete Calypso = 20 points each
- Each card in the Trick pile = 10 points each

## Penalties

Not following the suit when you could - penalty of 260 points. If cards are inadvertently revealed during dealing, they must be re-shuffled and dealt again.

## Hints and tips

Try to play cards which will help you or your partner build Calypsos. Try not to play cards which will help the opposition!!

If possible, try to save one or two of your trump cards to use later to win a trick which has cards in it you need!

Only lead your partner's Trump suit if you hold the Ace.