HOW TO PLAY "Oh Hell"

Oh Hell! is a trick-taking game for 3 to 7 players. The objective of the game is to win the exact number of tricks you bid at the beginning of each round. Accurate bidding is more critical than the number of tricks you win.

SETUP

- **Deck**: Oh Hell! uses a standard 52-card deck (Aces high, 2s low).
- **Determine the First Dealer**: Each player draws a card from the shuffled deck, and the player with the highest card becomes the first dealer. Break ties by drawing again.
- **Dealing**:
  - For 3 to 5 players, the dealer gives each player **10 cards**.
  - For 6 players, deal **8 cards**.
  - For 7 players, deal **7 cards**.
  - The rest of the deck is the stockpile. Flip the top card to reveal the **trump suit** for the round.

GAMEPLAY OVERVIEW

- **Bidding**:
  - After reviewing their hand, each player bids on the number of tricks they expect to take.
  - Bidding starts with the player to the dealer's left and proceeds clockwise.
  - Players can bid **0** if they believe they will not win any tricks, but they cannot pass.
  - **The dealer** cannot bid such that the total number of tricks bid equals the number of tricks available (to prevent everyone from winning their bid).
- **Taking Tricks**:
  - The player to the left of the dealer leads the first trick.
  - Players must follow suit if possible. If they can't follow suit, they may play a card from another suit or a trump card.
  - The highest card in the led suit wins the trick unless someone plays a trump card, in which case the highest trump wins.
  - The winner of the trick leads the next round.

DEALING THE HANDS

- Each hand is dealt with a decreasing number of cards, starting from the maximum (e.g., 10 cards for 5 players), until each player receives only one card. After the one-card hand, the number of cards dealt increases again back to the maximum.
- If you prefer, you can start with 1 card and work your way up to the maximum, then back down. The game ends after the second maximum hand.

BIDDING STRATEGY

- **Consider your hand**: When bidding, evaluate your high cards and any trump cards.
- **Watch other bids**: Bid strategically based on the bids of the players before you. If other players bid high, you might lower your bid accordingly.
- **Predict opponents' plays**: If players with strong hands are seated to your right, consider upping your bid since you'll play after them and may be able to capture their high cards.

SCORING

- **Exact Bid**: If a player takes exactly the number of tricks they bid, they earn 10 points plus the number of tricks bid.
- **Missed Bid**: If a player wins more or fewer tricks than they bid, they earn 0 points for that round.

WINNING THE GAME

- Play continues for the pre-determined number of rounds (until cards are back up to the maximum and played again).
- At the end of the game, the player with the highest total score wins.
- If there's a tie, another hand is played with the maximum number of cards until a clear winner is determined.

ADDITIONAL NOTES

- **Trump Suit**: After the cards are dealt, the top card of the stockpile is flipped over to determine the trump suit for the round. If all cards are dealt, as in a 4-player game, cut the deck to reveal the trump suit before dealing.
- **Dealer Restrictions**: The dealer bids last and cannot bid such that the total tricks bid equals the total number of tricks in the hand.
- **Playing More Hands**: If players tie for the highest score, additional rounds are played with the maximum number of cards until a winner is decided.

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