



Welcome!

This rulebook contains the rules for Chevalier, for the Vines deck. For complete Vines rules, including fundamentals of the games and history of the deck, please download the “Vines Rules” document from Crab Fragment Labs: <https://www.crabfragmentlabs.com/vines>

Chevalier is a 4-player partners game that introduces poison cards, the five 7s. Poison cards can kill a trick, but if you capture them all they can be worth a bonus instead.

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About Crab Fragment:

Crab Fragment Labs is a small tabletop design studio, dedicated to bringing good games directly to customers with a minimum of fuss. You can print and play our games completely free, or buy the decks from DriveThruCards. If you’d like to support us, consider backing us on Patreon. Every pledge helps keep James Ernest and his family from begging on the streets.

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Game 8, Chevalier

Summary: Chevalier is a partners game that introduces a Poison rank, the 7s. Poison cards can render a trick worthless, but they can become bonus points instead, if you collect them all.

Background: The name “Chevalier” or “Cavalier” is a politically charged reference to the knights of LaForêt, who are held in low esteem by the rest of the continent, especially in the North. Though the game originated elsewhere, it is now a favorite in LaForêt, where the knights see it as an object lesson in solidarity: The poison 7s are redeemed when they unite under a single banner.

Alternate Names: Chevalier is also known as “Poison,” or “Poison 7s.” In Sierin it is sometimes played as “Buccaneer,” and in that version, the poison cards are the Tars. Players in Meere call this game “Sweep.”

Players: 4 players in teams of 2.

The Deal: Shuffle and deal a hand of ten cards to each player. 15 cards will remain in the deck. Flip the top card of this remaining pack. This card is the “open card” and it designates the only available trump suit for this round.

The Bid: The bid passes once around the table. Each player may either pass or make a bid, stating the number of points they think their team can score. The high bidder will have the bidder’s option, below, and the other bids are forgotten.

Bidder’s Option: The high bidder may “take the open,” which means taking the open card into their hand, and discarding one card face down. This establishes the suit of the open card as trump. Their other option is to refuse the open card, and thus declare “no trump.”

Tricks: Play ten tricks. Tricks are worth one point each, unless they are poisoned.

Poison Cards: The 7s are *Poison*. If a trick contains at least one 7, that trick is worth nothing. However, if one team takes *all of the 7's*, this is a “sweep,” and it negates the poison effect.

A sweep scores differently depending on whether it was made by the bidding team or the non-bidding team.

- If the bidding team sweeps, their poisoned tricks are worth double: 2 points each.
- If the non-bidding team sweeps, their poisoned tricks are worth 1 point each (normal value).

Note that a “sweep” is not necessarily all five sevens, just all those that were dealt in this hand. Note also that the scoring of Poison tricks is done based on the number of *tricks*, not the number of *poison cards in the tricks*. Therefore if several 7s are in the same trick, that trick still counts as just one poisoned trick.

Displaying Tricks: As you collect them, stack your normal tricks face down, and stack each poisoned trick face up, with one 7 on top.

Rewards and Penalties: If the bidders make or exceed their bid, both teams keep their points exactly as collected. If the bidders fail to make their bid, they score zero points, and the opposing team scores their own tricks plus a “bump” equal to the bid.

For example, suppose one team bids five points, but they collect only three. They chalk up zero points, and the opposing team scores their tricks, as well as a five-point bump.

Winning: A full game is played to a total score of 31 points.

