

Trex

4 players

52 cards

Difficulty: Medium

Duration: Long

Score the fewest penalties across five contracts.

SETUP

- 4 players, deal 13 each.
- King chooses a contract.
- Play all 5 contracts during your reign.

SCORING

- No Tricks: -15/trick. No Diamonds: -10/diamond.
- No King of Hearts: -75. Trex: +20 first out.

Tip: Choose contracts that match your hand to minimize penalties.

ON YOUR TURN

- Follow suit in trick contracts.
- Shed cards in sequence for Trex.
- Avoid penalty cards based on contract.

Trex is a popular Middle Eastern compendium card game, especially beloved in Lebanon, Syria, and Jordan. Each player takes a turn as 'king' and must play through five different contracts.

Objective

Score the fewest penalty points across five contracts: No Tricks, No Diamonds, No Queens, No King of Hearts, and Trex (a shedding game).

Setup

1. **Players:** 4 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal 13 cards to each player. The 'king' (active player) chooses which contract to play.

Gameplay

1. **Step 1:** The king selects one of their remaining unplayed contracts for the round.
2. **Step 2:** For trick-avoidance contracts, standard trick play follows (follow suit, highest card wins, no trump).
3. **Step 3:** For the Trex contract, players shed cards in sequence by suit. The first to empty their hand wins.
4. **Step 4:** Each player serves as king once, playing all five contracts during their reign.

Scoring

- No Tricks: -15 per trick taken. No Diamonds: -10 per diamond captured.
- No Queens: -25 per queen taken. No King of Hearts: -75 for taking it.
- Trex: +20 for first out, -10 for last out.

Variations

- **Double Trex:** The king can double the stakes on any contract.
- **Complex Trex:** Adds a sixth contract like No Boys (no Jacks or Kings).

Tips and Strategies

- Choose contracts that match your hand. Few diamonds? Play No Diamonds.
- In No King of Hearts, avoid leading hearts to keep the King buried.
- In Trex, shed your shortest suits first to maintain control.

Tips & Strategy

Match your contract choice to your hand strength. A hand with few diamonds is perfect for No Diamonds; many low cards work for No Tricks.

Contract selection is the biggest decision. Saving your worst contract for when your hand is strongest minimizes damage.