

# ANNE!

a treasure-hunting, trick-taking game for 3-4 players

You're dwarven miners who love to gamble. Digging up treasure isn't enough – you size up your finds as you go, and whoever has the best haul takes even more riches. But your love for gambling has inspired you to go one step further: Can you predict which treasures you'll take the most and fewest of?



**48 treasure cards:**  
12 cards (1-12) × 4 suits



**1 Instruction Booklet**



## Contents

**12 super-trump number cards (1-12)**



**16 Prediction tiles: 4 × 4 suits**



**4 super-trump color cards:**  
4 suits



## Overview

You will play 1 hand per player. Before each hand, predict which suit you will collect the most of, and which suit you will collect the fewest of (just you; not compared to the other players). If you're right, you'll score. The greatest score at the end of the game wins.

## Setup

Each player gets a set of prediction tiles: 1 tile of each suit.

## Playing a Hand

### A. Deal

Shuffle all 48 treasure cards.

#### 3-Player game

Deal 12 cards to each player.  
Sort the remaining 12 treasure cards...

#### 4-Player game

Deal 10 cards to each player.  
Sort the remaining 8 treasure cards...

...face down into splayed stacks by card back (suit). This collection of cards is the treasure heap.

**All backs visible:** All hidden treasure cards' backs must be visible at all times, even in your hands! Dwarves have a great sense of what type of treasure a thing is.

**Don't peek:** Nobody ever gets to see the faces of any of the cards in the treasure heap.

### B. Determine Trumps

Lay out the 4 super-trump color cards in a row, in any order.

**Example:** *Crystals*,  
*gold*,  
*mushrooms*,  
*dragon eggs*.



Shuffle all 12 super-trump number cards. Left to right, deal 1 super-trump number card face up, overlapping each super-trump color card, so each is a splayed duo.

**Example:** *Crystals* + 2,  
*gold* + 1,  
*mushrooms* + 10,  
*dragon eggs* + 9.



Rearrange these splayed duos left to right, greatest number to least, being sure to move the color card with its number card. This is the display of trumps.

**Example:** *mushrooms* + 10  
> *dragon eggs* + 9  
> *crystals* + 2  
> *gold* + 1.



**The display of trumps tells you how every card ranks for this hand:**

**Example:**

- The leftmost duo is the strongest super-trump; it beats all other cards. *mushrooms* 10
- The next duo is the 2<sup>nd</sup>-strongest super-trump; it beats everything but the above. *dragon eggs* 9
- The next duo is the 3<sup>rd</sup>-strongest super-trump; it beats everything but the above. *crystals* 2
- The last duo is the weakest super-trump; it beats everything but the above. *gold* 1
- The leftmost suit is the strongest suit; cards of this suit beat all but the above. *mushrooms*
- The next suit is the 2<sup>nd</sup>-strongest suit; this suit beats everything but the above. *dragon eggs*
- The next suit is the 3<sup>rd</sup>-strongest suit; this suit beats only the suit below. *crystals*
- The next suit is the weakest suit; this suit beats no other suits. *gold*
- Within a single suit, higher numbers beat lower. ...as long as the lower number isn't a super-trump card! Always check the super-trumps! 12 > 11 ...

#### Example:

The *Mushroom* 10 would beat everything (it's the greatest super-trump, the strongest card in the hand).



(it's the greatest suit this hand); so, even a *Mushroom* 1 would beat a *Dragon eggs* 12.



If no other super-trumps were played, the *Gold* 1 would win (it's the weakest super-trump, but still better than all the normal cards).

If none of the four super-trumps were played, *Mushroom* would beat all cards of other suits



*Gold* 12 > *Gold* 11 > ... *Gold* 3 > *Gold* 2, but *Gold* 1 is a super-trump, so it is stronger than every card — every *Gold*, *Crystals*, *Dragon eggs*, and *Mushroom* — except the *Crystals* 2, *Dragon eggs* 9, and *Mushroom* 10 (the super-trumps that are greater than it). *Gold* 2 would not be greater than *Gold* 1 in our running example.



### C. Make Predictions

Look at the faces of your hand, keeping the four super-trump cards in mind.

Look at the back of each opponent's hand, where you can see only the suits.

Think about the cards you expect to take in tricks: In a trick, each player will play 1 card, and the player who played the strongest card takes all the cards of that trick.

Among only the cards you expect to take, try to guess which suit you'll take the most of (Most suit), and which suit you'll take the fewest of (Fewest suit).

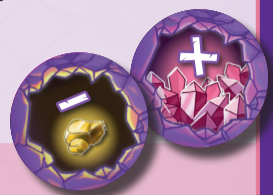
Take all 4 of your prediction tiles off the table.

Place the tile for your Most suit on the table, + side up, but keep it covered.

Place the tile for your Fewest suit on the table, - side up, but keep it covered.

Once everyone has placed both their Most tile and Fewest tile, reveal your chosen tiles.

Set the others aside.



#### Example:

This player wants to collect more **crystals** cards than any other color and wants to have fewer **gold** cards than any other color. The plus sign on the big-illustration side means: "Most cards that I collect will be this color." The minus sign on the small-illustration side means: "The fewest cards I collect will be this color."

### D. Take Tricks

In each trick, each player plays 1 card face up to the middle of the table.

For the first trick, the player to the left of the dealer leads (plays first). After that, the player who took the previous trick leads.

Everyone else must follow suit if they can. In other words, if you have any cards of the same suit the leader played, you must play one of them, even if you'd rather not.

**Note:** Super-trump cards still belong to their suit!

The strongest card wins the trick. That player takes all the cards of the trick and flips them face down. That player also takes 1 card of their choice from the treasure heap, keeping it face down.

**4-player game:** If no cards remain in the treasure heap, simply skip this step.

Group your winnings by suit (card back), and play each suit's cards so everyone can see how many cards you have taken in each suit.



**Example** (continued from previous examples): Arve leads with **Crystals 9**.

Brittany has no **Crystals** cards in her hand. She plays **Dragon eggs 8**, which is currently winning the trick, because **Dragon eggs** outranks **Crystals**.

The next two players have **Crystals** cards, and thus must follow suit (play **Crystals**):

Clay plays **Crystals 11**; it's weaker than **Dragon-eggs 8**, because **Dragon eggs** beats **Crystals**.

Deepal plays **Crystals 2**... which is a super-trump card, winning the trick!

Deepal flips the one **Dragon eggs** and three **Crystals** cards face down, and takes one card from the treasure heap (he picks a **Dragon eggs** card, keeping it face down). Deepal splays the two **Dragon eggs** cards and three **Crystals** cards face down, so the cards he's taken are easily visible to everyone.

If Brittany had played **Dragon eggs 9**, a super-trump card, instead of **Dragon eggs 8**, she would have taken the trick, because **Dragon eggs 9** is an even stronger super-trump card than **Crystals 2**.

### E. Score

When everyone's hands are empty, the final trick is done. Everyone checks the cards they've collected against their predictions:

**5 points** for each perfect prediction (e.g., you predicted you'd take **crystals** the most, and you did).

**3 points** for each imperfect (tied) prediction (e.g., you predicted you'd take **crystals** the most, but **crystals** and **mushroom** tied for the most).

If **both** your predictions were correct (even if imperfect), also earn **bonus points** equal to the difference in the number of cards you took in those two suits.

#### Scoring examples:

Prediction	Cards Taken						
<b>1</b> <table border="1"> <tr> <td>most <b>dragon eggs</b></td> <td>fewest <b>mushrooms</b></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td>perfect</td> <td>wrong</td> </tr> </table>	most <b>dragon eggs</b>	fewest <b>mushrooms</b>			perfect	wrong	 <b>Total:</b> 5
most <b>dragon eggs</b>	fewest <b>mushrooms</b>						
perfect	wrong						
<b>2</b> <table border="1"> <tr> <td>most <b>crystals</b></td> <td>fewest <b>gold</b></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td>wrong</td> <td>imperfect</td> </tr> </table>	most <b>crystals</b>	fewest <b>gold</b>			wrong	imperfect	 <b>Total:</b> 3
most <b>crystals</b>	fewest <b>gold</b>						
wrong	imperfect						
<b>3</b> <table border="1"> <tr> <td>most <b>crystals</b></td> <td>fewest <b>gold</b></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td>perfect</td> <td>imperfect</td> </tr> </table>	most <b>crystals</b>	fewest <b>gold</b>			perfect	imperfect	<b>Bonus:</b> <b>Total:</b> 14
most <b>crystals</b>	fewest <b>gold</b>						
perfect	imperfect						
<b>4</b> <table border="1"> <tr> <td>most <b>mushrooms</b></td> <td>fewest <b>dragon eggs</b></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td>imperfect</td> <td>imperfect</td> </tr> </table>	most <b>mushrooms</b>	fewest <b>dragon eggs</b>			imperfect	imperfect	<b>Bonus:</b> <b>Total:</b> 6
most <b>mushrooms</b>	fewest <b>dragon eggs</b>						
imperfect	imperfect						

Unless everyone has been the dealer, the player to the left of the dealer becomes the new dealer; start a new round.

### End of the Game

Once everyone has been the dealer, the game ends. Highest score wins!



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