

First A4 page contains cards for placing in front of hikers to show their goals.

Second page, images 2 & 3 and 4 & 5 have the backs for cards included. These provide explanation for the "score cards".

Image 1 on the same page is just a reminder about play order (*it's usually on the rear of a couple of goal cards - which otherwise would be blank*).

The game derives from the barely known "Sergeant Major". I have avoided using the honours cards that appear in a standard pack.

Graphics (*and other things, no doubt*) will be changing.

Peter Tyler, 23 King Street, Broseley. TF12 5NA (UK) +44 775 979 9037  
admin@fungames4casualplayers.com

Version 1 - 2026 - 5<sup>th</sup> May



[fungames4casualplayers.com/evaluating-hike](https://fungames4casualplayers.com/evaluating-hike)



Sun is trumps

Point the trump suit towards the centre of the table.

Rain is trumps



Wind is trumps

Point the trump suit towards the centre of the table.

Snow is trumps



Eight is my goal for this hike  
I deal and I can picnic.  
There are 3 hikers

Four is my goal for this hike

There are 4 hikers

Five is my goal for this hike

There are 3 hikers

Five is my goal for this hike  
I deal and I can picnic.  
There are 4 hikers

Two is my goal for this hike

There are 4 hikers

Three is my goal for this hike

There are 3 hikers

One is my goal for this hike

There are 4 hikers



**Order of play**

The hiker with the highest goal always deals, chooses trumps, and is allowed the picnic.  
The other hikers sit in descending goal-order from the dealer - clockwise.  
The hiker to the dealer's left always leads for the first trick.  
The goals rotate clockwise after each hike is finished.

**Use this card for each hike.**

**Just to show if anybody is down and blistered.**

Place the hikers' counters on the score card overleaf, to show whether in this hike they were up or down.  
If down, they are blistered.  
If up, they give sticking plasters.

**Most recent hike only**

If hikers are down (red), they are blistered.  
If they are up (green), they will give sticking plasters.

**Use this card to keep scores for the whole game.**

**Scoring the for whole game**

To keep the hike-by-hike score, just put each hiker's counter close to their current score.  
Plus or minus ... or zero.

13 13

13 13

13 13

13 13

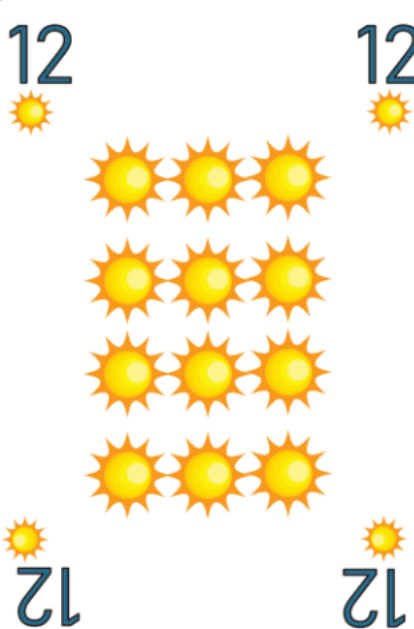
13 13

13 13

13 13


13 13

12 12



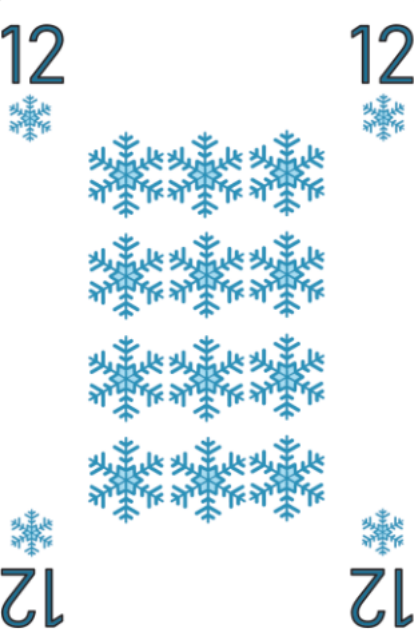
12 12

12 12



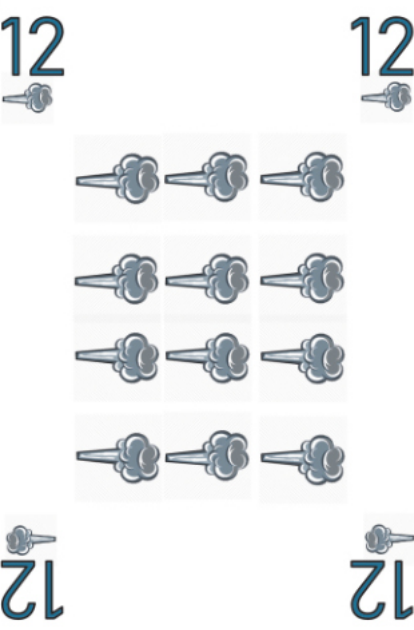
12 12

12 12



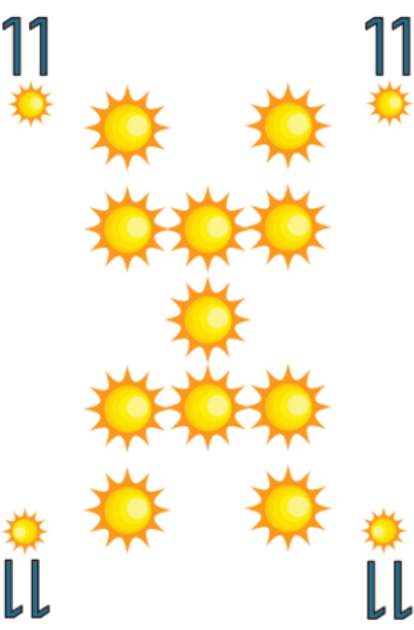
12 12

12 12




12 12

11 11



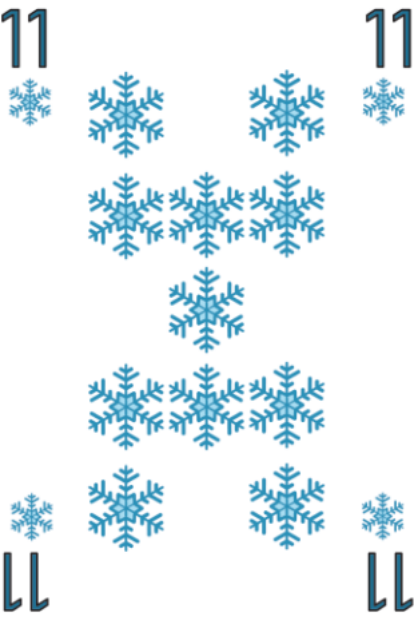
11 11

11 11



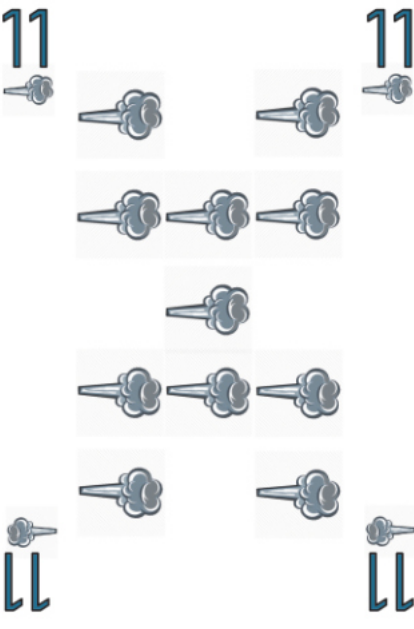
11 11

11 11



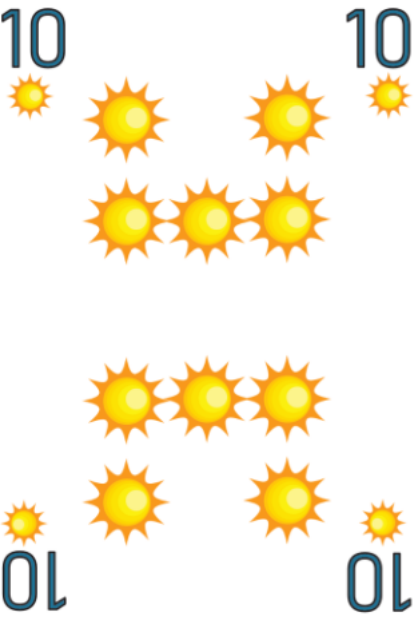
11 11

11 11



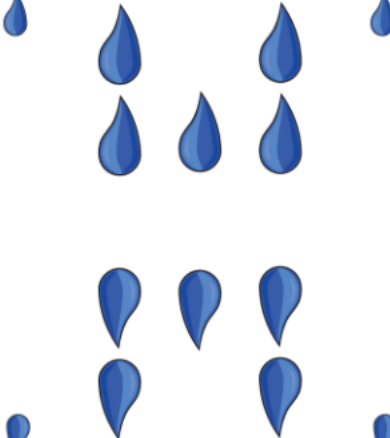
11 11

10 10



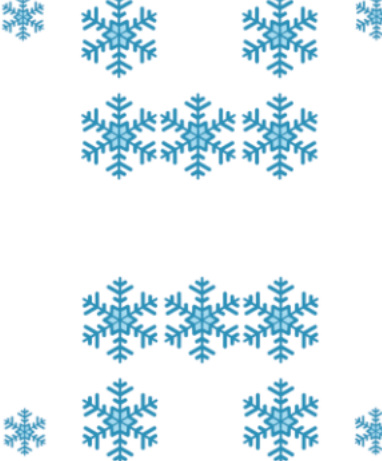
10 10

10 10



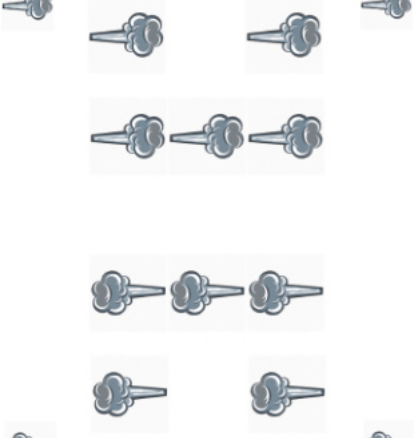
10 10

10 10



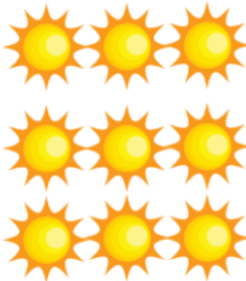
10 10

10 10



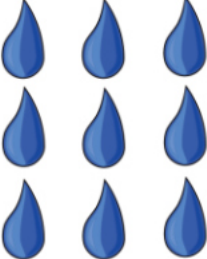
10 10

9 9




6 6

9 9



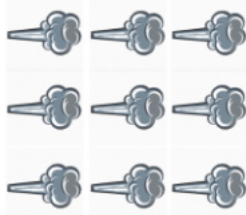
6 6

9 9




6 6

9 9




6 6

8 8



8 8

8 8




8 8

8 8




8 8

8 8




8 8

7 7




7 7

7 7




7 7

7 7




7 7

7 7




7 7

6 6



9 9

6 6



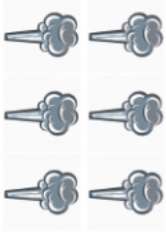
9 9

6 6




9 9


6 6  
6 9  
9 6




5 5  
5 5  
5 5



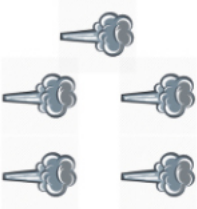
5 5  
5 5  
5 5




5 5  
5 5  
5 5




5 5  
5 5  
5 5




4 4  
4 7  
7 4



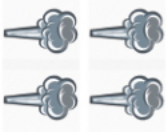
4 4  
4 7  
7 4





4 4  
4 7  
7 4






4 4  
4 7  
7 4



3 3



 3 3 



3 3


 





 3 3 



3 3


 





 3 3 



3 3


 





 3 3 



2 2


 





 2 2 



2 2


 





 2 2 



2 2


 





 2 2 



2 2


 





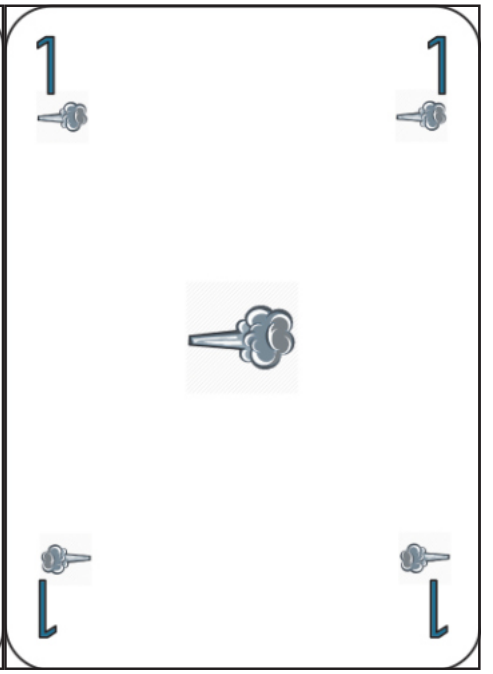
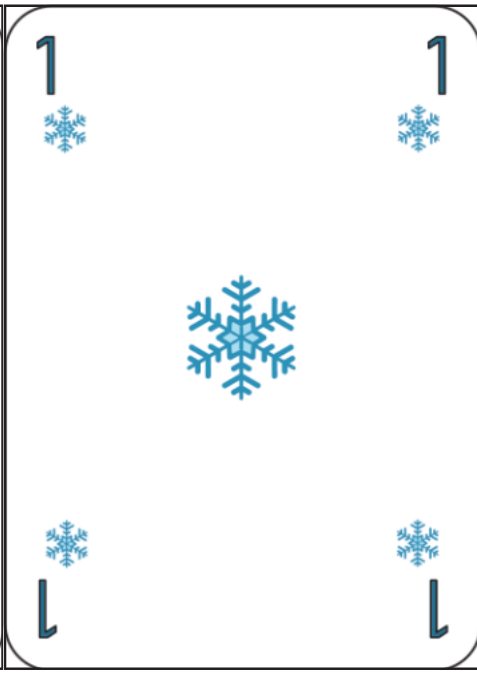
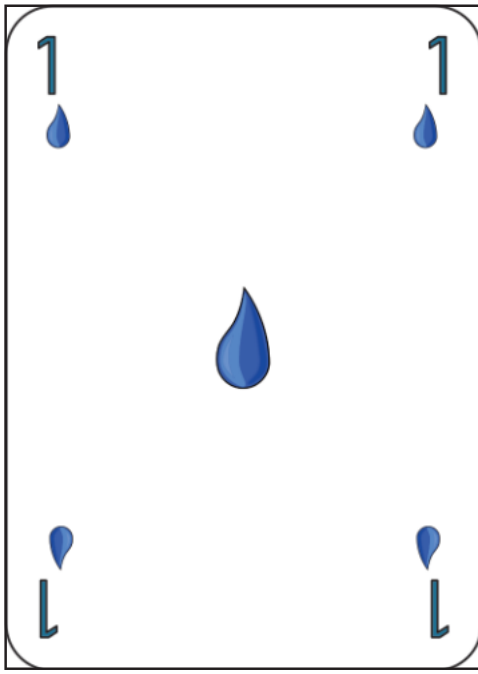
 2 2 

1 1



 1 1 



### Variation - blistered hikers

Usually, blistered hikers may **not** look at the cards that have been passed to them.

Here, still, nobody can pick up their exchanged cards until all exchanges have been completed. But blistered hikers **are** permitted immediately to look at the cards they receive in exchange.

If they have more than one blister (*and more than one exchange*), they'll have a little more information to hand when choosing what to exchange next.

An *extra variation* - exchange *before* calling trumps.

### Variation - hungry & worn

With three hikers, and when scoring Hike-by-Hike, a hiker with a score of -8 is dropping with fatigue. In cumulative scoring, fatigue sets in whenever a hiker is 10 points behind the leader.

On their next two walks when their goal is below maximum, **they** may eat the picnic. Once per game.

In the 4 hiker game, fatigue levels are -6 when scoring Hike-by-Hike, and whenever a hiker is 9 points behind the leader in cumulative scoring.

But hiking's a friendly hobby, with no rigid rules. Set the fatigue levels to suit yourselves.

7

### Variation - Sergeant Major

**Take a Hike** came about after its designer played the little-known 'Sergeant Major' a few times with friends. Though interesting, it was definitely "not their thing". But it's one of few card games that was created for three players - *as is Take a Hike*.

Its history is faded, but it may have come to life in a British Sergeants' Mess somewhere, sometime.

Perhaps that's where its name comes from.

After each hand, there is an exchange of cards between those who are up or down, but it's different.

→ In Sergeant Major, players who are **up** give cards from their hand to those who are **down**.

The players who are down must now release their **highest** card in the suit.

That's not a nice thing to do to someone who's already a bit stunned. It's a vastly different game.

Perhaps Sergeant Majors are just a little bit less 'chummy' than happy hikers.

Version 2026 - 5<sup>th</sup> May

8

# Take a Hike

## A trick taking card game for three or four players.

The game for three walkers is described first. It's hardly any different for four.

The hikers take three hikes of sixteen kilometres.

They agreed that one will lead for eight kilometres (*the dealer*). Going clockwise, the next hiker will lead for five, and the other will lead for three.

These three goals rotate clockwise after each hike. So there are three hikes to each full round.

Though they're good friends, the hikers like to feel a little bit superior. Each tries to do more than the goal they've been set ... to lead for just a bit longer.

If they lead for longer than planned, they're 'up', and they get a point for each extra kilometre. If a walker does less than their goal, they suffer one blister and lose one point for each kilometre they're 'down'.

If a walker does exactly what they agreed to, they're neither up nor down, and neither gain nor lose points.

1

Take a Hike is played with 52 playing cards. The cards in each suit are numbered from 1 to 13. The suits are Sun, Snow, Wind and Rain.



Hikers ... **Brown, Blue, Green, or Red.**

## Get set to take a hike !

Choose your hikers and take their scoring tokens.

Decide who will be first to lead for 8 kilometres (*they want to win 8 tricks*). Put each hiker's goal card in front of them - in clockwise order 8-5-3.

In each hike there are 16 card 'tricks'. During play, each hiker in turn plays a card face up. Whoever played the highest of the 3 cards wins the trick, and gains 1 kilometre. That player starts the next trick.

To start a hike, the longest-goal hiker is the dealer. They shuffle the cards, and deal each hiker 16 cards face-down, starting with the hiker to their left.

The **first four** are set aside face down. These are the picnic, which the dealer may eat later if they choose.

Now, the dealer chooses which suit will be trumps. The trump suit is the most powerful suit. Even the 1 of trumps will beat the 13 of any other suit. Only a bigger trump than the 1 of trumps can beat it.

2

## For the first hike only

After announcing trumps, it's picnic time. The dealer can have a picnic. They can **opt** to discard four cards from their hand, and pick up all four picnic cards.

→ Play starts directly after picnic time - **always**.

## For the second hike onwards

The dealer announces trumps as usual. But **before** they can picnic, if anybody got blisters on the last hike, there is an exchange of cards between hikers.

For each blister, blistered hikers choose a non-trump card from their hand and put it face down in front of a hiker who was up. The up-hiker looks at it, and puts their next highest card in the same suit face down near the down-hiker. If they have no higher cards in that suit, they return the card to the down-hiker.

Cards received or returned are **not** looked at by the blistered hiker - they remain face down. Everyone leaves their cards on the table until all exchanges are finished. Then all pick their cards up, and put them into their hand of cards.

→ After that, the dealer can picnic. Then play starts.

If two hikers have blisters, the one who had the highest goal exchanges first. They then go in turn.

Same if more than one hiker is giving plasters - the one with the highest last goal gives first.

3

## Playing.

The hiker clockwise of the dealer starts, playing a card face up. Going clockwise, the others follow. They **must** play a card of the suit that was led if they can.

If they cannot, they may 'trump in', by playing a card from the trump suit. Or they can discard a non-trump card that they don't want.

The highest card wins. The winner takes the cards, puts them face-down nearby and starts the next trick.

Each trick that's won is worth 1 kilometre - 1 point.

→ **Only** after a trump has been used to 'trump in' can a trump be the first card in a trick - the lead.

**Unless** the hiker only has trumps in their hand.

## Four players - nearly the same

The four will be hiking twelve kilometres. They have **twelve** cards each. The game's steps are the same as for the three-hiker game.

Hiking goals are 5, 4, 2 and 1 kilometres - clockwise.

## Game ending.

Games can be played for a number of rounds of three or four hikes per round, or to an agreed score (say 8 or 10 points, for *Hike-by-Hike*), or for an agreed time.

4

## Hike-by-hike scoring, using the score card

### Examples for a three-hiker game

**Hike 1** - **Brown** wants 8, **Red** wants 5, **Green** 3. **Brown** wins 7 (*down 1*), **Red** wins 6 (*up 1*), and **Green** wins 3 (*neither up nor down*). *Tricks = 16*.

The **most recent** hike card will show -1, +1, and 0.

The **whole game** card also shows -1, +1, and 0.

**Hike 2** - **Brown** wants 3, **Red** wants 8, **Green** 5. **Brown** wins 5 (*up 2*), **Red** wins 6 (*Down 2*), and **Green** wins 5 (*neither up nor down*). *Tricks = 16*.

The **most recent** hike card will show +2, -2, and 0.

The **whole game** card **now** shows +1, -1, and 0.

*Latest hike was added to the earlier scores.*

**Hike 3** - **Brown** wants 5, **Red** wants 3, **Green** 8. **Brown** wins 1 (*down 4*), **Red** wins 5 (*up 2*), and **Green** wins 10 (*up 2*). *Tricks = 16*.

The **most recent** hike card will show -4, +2, and +2.

The **whole game** card now shows -3, +1, and +2.

*Latest hike was added to the earlier scores.*

**Scores on the cards always sum to zero.**

5

## Cumulative scoring

When using this way of scoring, agree a goal to play to - perhaps just 50 points, or 100, or even 5,000.

Each hiker's score is the number of tricks they got, no matter what their goal was.

So, if a hiker with a goal of 5 manages to win only 2 tricks - their score is 2. A hiker with a goal of 3 who achieves 6 tricks gets a score of 6 points.

When using Hike-by-Hike scoring, the sum of scores is always zero. But when scores are based on tricks won, this isn't the case - scores will grow.

You'll need to keep a running score.

After each hike, hikers' scores are added to the score they had just before this hike started.

## Cumulative scoring - examples

With the same goals and achievements as before.

**Hike 1** - their scores will be 7, 6, and 3.

**Hike 2** - scores now will be 12, 12, and 8.

**Hike 3** - scores now will be 13, 17, and 18.

6