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Aim of the game

The aim of the game is to score more points together with your partner* than the opposing team. The teams gain points for every trick that they take and for correctly predicting the minimum trick-number.

Game preparation

At the beginning of the game the partners are determined. The game is always played in teams of 2. (6 players = 3 teams; 4 players = 2 teams; exception: 3-player-version). The team partners sit opposite each other, so that a player of the other team is always sitting between them. One player is responsible for writing down the declared tricks and points of the teams. With 3 and 4 players, all 8s and 9s are used from the set of cards.

*all descriptions of persons apply equally to all genders

Important terms

Emblem-cards: the emblem cards carry the numbers 1-9 in four different colors: red, green, blue and black.

Special cards: the special cards are not assigned to any color and have a special effect.

Trump: the trump is the announced number (or color) that wins against every other number (or color). Hereby the rule is always: trump-number wins over trump-color.

Trick: every player in turn plays a card to the center to the table. These cards are the trick. A trick is always won by the highest card that is played.

Minimum trick number: the number of tricks that a team must reach in order to gain additional points. It is the sum of the announced tricks of the team partners.

Emblem cards: the emblem cards carry the numbers 1-9 in four different colors: red, green, blue and black.

Announcing the trump

After every player has looked at his cards, the trump is announced. The first player after the dealer states the trump-number, the second player states the trump color.

Predicting the tricks

When the trump is determined, each player must evaluate how often he/she will win a trick. The predicted tricks are announced one after another. The player who stated the trump-number begins. The added tricks of the team partners form the minimum trick number of the team. This number must be achieved by the teams in order to gain additional points. Hereby it doesn't matter which team player wins the tricks for his team.

Playing the cards

As soon as the announcements are written down, the 7 tricks are played out. Every card may be played, meaning neither must the color be followed, nor must a trick be taken with a trump. The first player following the dealer leads. A trick is always taken by the team of the player whose card is the highest. The player who won the last trick always starts the next trick. A playing round is finished when all the hand cards have been played out. All tricks are counted, the points are awarded and the next player becomes the dealer.

The card value

With the emblem cards, the value of the cards after announcing the trump is as follows:

1. The card with the trump-number and the trump-color
2. The remaining cards with the trump-number, whereby the first card played takes the trick.
3. The remaining cards with the trump-color according to their number value
4. The cards of the initially played color according to their number value

Example

E.g. player 1 announces "3" as trump-number and player 2 announces "green" as trump color: "green 3" is the highest emblem card, all other "3s" are the next-highest emblem cards. They are followed by "9-4 in green", then "2-1 in green". The remaining emblem cards are no trumps. To them applies: Their number determines their value. Numbers of an initially played color can not be trumped by cards with a different color.

Example for the green 3 as announced trump

The playing cards

The king and the queen (K)

They win a trick against any number-card. They cannot trump each other, the initially played card wins.

The humorist (H)

The humorist has no value unless he is played in a trick with a king or queen, in which case he is the highest card and wins the trick. It hereby makes no difference whether he is played before or after the king or queen.

The mathematician (M)

The mathematician changes the trump-number to a number of his choice. This applies to the currently played trick and to the remaining tricks of the playing round. The mathematician himself has no value.

The alchemist (A)

The alchemist changes the trump color to a color of her choice. This applies to the currently played trick and to the remaining tricks of the playing round. The alchemist herself has no value.

Awarding the points

Every team generally receives 1 point per trick taken. Also, it receives additional points for reaching the predicted minimum trick number according to the following chart:

Predicted tricks

2 teams

3 teams

Exception: If a team receives 0 tricks although it predicted to take 1 or more tricks, then it receives -1 point for every missing trick.

Example 3 teams: team A predicts "3 tricks", team B "3 tricks" and team C "2 tricks". Team A takes "3 tricks", team B takes "1 trick" and team C takes "3 tricks".

Points team A (3 tricks = 3) + (3 predicted tricks achieved = 16) = 19 points

Points team B (1 trick = 1) + (3 predicted tricks not achieved = 0) = 1 point

Points team C (3 tricks = 3) + (2 predicted tricks achieved = 8) = 11 points

Tip: In order to receive the most possible points you have to assess the risk for how many tricks you are going to predict. The general rule: As soon as the predicted tricks are announced, you try to take as many tricks as possible, because you receive 1 point for every trick and the minimum trick number can also be surpassed in order to receive additional points.

End of game

The game ends after 6 playing rounds (8 playing rounds with 4 players) when every player was dealer once (twice with 4 players). The team with the most points wins!

Emblem cards in four colors with numbers 1-9.

The 3-player version

You are only 3 players? No problem! In the 3-player version, the players don't play in teams, but singly against each other. Every player receives 10 cards, 4 cards are left over covered. The playing procedure of the single player version is similar to the team version. However, the players predict their minimum trick number only for themselves. They gain additional points for reaching their minimum trick number according to the chart for "3 teams". The unique feature of the 3-player version is that every player plays his/her cards in a row until 2 cards of every player form a trick in the center. This trick is always taken by the player with the highest of the 6 played cards. This means that when 10 cards are handed out, 5 tricks are possible. All other rules are identical with those of the team modus. The game is finished after 6 playing rounds, so when every player has dealt twice. The player with the most points wins.

Are there still any questions left? We are glad to help!