

# Molotov Jass Cheat Sheet

## Setup

With a 36 card deck (6-A), shuffle and divide the deck equally between each player, dealing out in groups of three cards.

- With three players 4x3 each.
- With four players 3x3 each.
- With five players, remove the 6 of bells/diamonds and then deal 4+3 each.

## Trump

At the beginning of the game, there is no trump. The first card that cannot follow suit becomes the trump suit.

- The jack/unter and nine of trumps become Bur and Nell retroactively. Be wary of nines and jacks early on.

## Following Suit

If you have the suit that has been played, you must 1) follow suit or 2) play a trump. You have the option to play a trump even if you could follow suit.

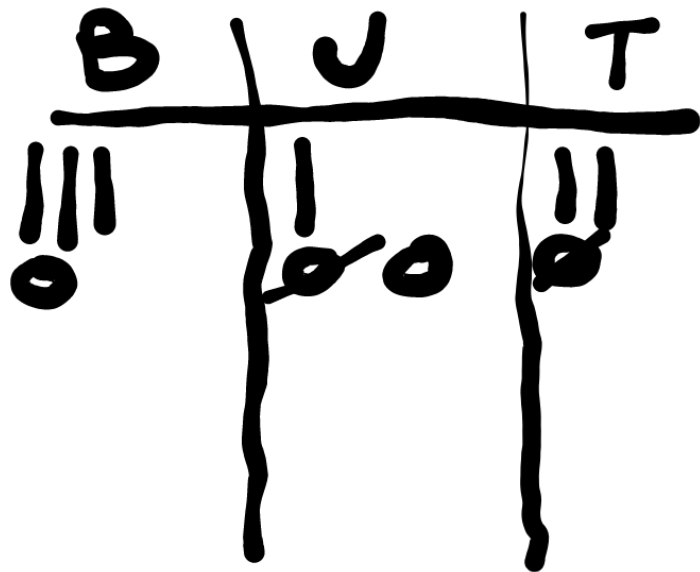
- If you don't have the suit played, you can play any other card. You don't have to play a trump.

## Scoring

Think backwards: in molotov, you aim for the fewest points possible.

### Trick Points

Cards by Trick Rank	Point Value
Trump Jack/Unter ("Bur")	20
Trump Nine ("Nell")	14
Ace	11
King	4
Queen/Ober	3
Jack/Unter	2
Ten	10
Nine	0
Eight	0
Seven	0
Six	0
-Making the last trick-	5
SUM	157



### Molotovs

- Winner of the trick gets molotov'd.

Molotov	Points	Description	Example
Small	20	Three-in-a-row suited	7-8-9 suited
Large	50	Four-in-a-row suited	9-10-J/U-Q/O suited

### Overall Points

- 3P: Lowest two write tallies, worst writes a "sack".
- 4P: Lowest two write tallies, worst writes a sack, second worst writes nothing.
- 5P: Lowest three write tallies, worst writes a sack, second worst writes nothing.
- To get "out of the sack", write another tally (sacks are like minus points):
- First to five wins. If players hit five simultaneously, the lowest score in that round wins overall.