

# NJET

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For 2-5 players

aged 10 and up

length: 30 minutes

## Contents

For this game, you need: paper and pen,



20 NJET-  
markers



back side

1 monster card

1 game board

5 player cards

60 number cards

(number cards: 15 each in 4 colors: 3x0, 1x1, 1x2, 1x3, 1x4, 1x5, 1x6, 4x7, 1x8, 1x9)

## Overview & Goal

The players are divided in two teams and each team tries to win as many tricks as possible and, thus, score points for winning them. Before each round, the players choose together, which color will be trump and how many points a trick will be worth. In clockwise order, each player takes turns placing one NJET marker on one of the spaces on the board to eliminate that option for this game. For example, when a player places a NJET marker on the red trump space, he eliminates red as trump for this game.

## Preparation

Place the game board in the middle of the table and the NJET markers beside it. Each player selects a player card and places it face up in his play area. With fewer than 5 players, place NJET markers on the player cards pictured on the game board that match those not selected by the players. With 3 players, remove 12 cards from the deck (see page 7). With 2, 4, and 5 players, use all 60 cards in the deck.

One player is chosen to keep score and he uses paper and pen to do so, noting the scores for each player after each round. The players choose a starting dealer who shuffles the cards thoroughly and deals all card to the players, each receiving the same number of cards.

## NJET Phase

Each player looks at his hand (secretly) and plans how he will play NJET markers to influence the game conditions in his favor. Starting with the dealer, each player takes turns covering one space on the game board with a NJET marker. If a player has, for example, only a few blue cards, he might cover the unicorn (blue) space with a NJET marker, eliminating blue as a possibility for trump in this round. Players continue placing NJET markers, one at a time, in clockwise order, until there is exactly one uncovered space in each row on the game board. Exactly **one** space on each row **must** remain uncovered.

## The game board

Each row of the game board determines which conditions the current round is being played under. The uncovered space in each row, indicates the condition:

*Row 1: who is the starting player*

*Row 2: how many cards are cached, if any*

*Row 3: what color is trump, if any*

*Row 4: what is the supertrump, if any*

*Row 5: how many points per trick*



**Row 1 – Starting player:** the starting player chooses his partner(s) for this round. The remaining players are the opposing team. The starting player then plays the first card to the first trick. Find detailed information for choosing game partners on page 7.

**Row 2 – Cache:** before the first round, each player chooses cards from his hand to cache. If the selected condition is one of the first 3, the player discards 1 or 2 cards out of the game. They are not used in the game nor do they count at game end. If the space with the crossed out “0” is selected, the players discard 2 cards, but may not discard a value 0 card. Cards are discarded face down. If the space with 2 cards and the arrow is selected, each player gives 2 cards to his right neighbor, simultaneously. If the NJET space is chosen, no cards are cached.

**Row 3 – Trump:** whichever space is not covered is the trump color: red, black, blue, or yellow. If the NJET space is uncovered, no color is trump!

**Row 4 – Super trump:** Super trump are the three value 0 cards of the color chosen. If the NJET space is uncovered, there is no Super trump.

**Row 5 – Points (per trick):** the numbers of the cards are not counted. Players earn points for each trick won and for each captured 0 from **their opponents**. The red diamonds indicate the players lose 2 point per trick or captured 0 card.

## Playing the Game

The game is played over several rounds. Each round has two phases: the **NJET phase** and the **trick-taking phase**. In the NJET phase, the players select the conditions that will govern the trick-taking phase.

### Example for a game with 5 players:

*In the first row, the first space is uncovered, so turquoise is the starting player. He chooses to be in a 3-team with lilac and orange. As a member of the smaller team, Green takes the monster card. As the NJET space is uncovered in the second row, no cards are cached. Black is trump and the blue 0's are supertrump. Each trick and each captured 0 is worth 2 points.*



### The trick-taking phase

After the starting player has selected his partner(s) and all players have cached their cards as required, the starting player starts the first trick by playing a card from his hand face up on the table.

The other players follow in clockwise order, each playing one card from their hands to the trick. The following rules apply to the playing of cards:

- The color of the first card played must be used, if possible.
- If a player does not have a card of the same color as the first card played, he may play any card (including trump or super trump).
- If trump or super trump is the same color as the first card played, it must be played.

### Who wins the trick?

- The card with the **highest** value in the **first-played** color wins the trick, unless the trick also contains trump or super trump cards.

When several cards of the same color and value are played to a trick, **the last of those played is the highest** (this is also true for trump and super trump).

- If there are several trump cards in the trick, the **trump** with the highest value wins the trick.
- If there is a **super trump** in the trick, the highest (last) super trump wins the trick.

The player who wins the trick, puts all the cards from the trick face down in his play area. If a player wins further tricks in the round, he places them also face down, but separate from each other, so they may be easily counted. Finally, this player plays the first card to the next trick.

### Captured 0's?

All cards with value 0 played to a trick by opponents of the player who wins the trick are "captured 0's". The player winning the trick, places these aside in a separate stack to count at the end of the round. 0 cards from a player's partner(s) are **not** captured 0's. A trick may contain up to three captured 0's.

***Example:** the starting player (of the 3-player team) plays a green 9. Next, his partner plays a green 0. The next to play is from the other team and he plays a green 4. Then, the second player of the 2-player team trumps with a black 0 (trump), as he has no green cards left in his hand. The last to play is the third player of the 3-player team. He also has no more green cards in his hand and trumps with a black 7. This player wins the trick and collects all 5 cards. He puts the captured black 0 face up in his play area. Then he puts the other 4 cards face down as a separate stack in his play area. He does not count the green 0 as a captured card as it came from his partner.*

### Scoring

As soon as the players have no more cards in their hands (all tricks are played), the players score the round. Each team counts the number of tricks they won (add together the number each player on the team won) and their captured cards (again, added together for the team). Each team multiplies its total by the trick multiplier (row 5) to get the score for each player on the team for this round. The result is noted separately for each player. See the sample score sheet on page 24.

***Example:** the players of the 3-player team together won 7 tricks and captured 3 0's. Since each trick and each captured card are worth 2 points in this round, each player on this team scores  $(7+3) \times 2 = 20$  points. One player of the 2-player team won 3 tricks and captured no 0's. The other player of the 2-player team won 2 tricks and captured 1 0. This player, however, has the monster card, so his points count double. Since each trick and each captured card are worth 2 points, each player on the 2-player team scores  $(3 \times 2) + (3 \times 2) \times 2 = 18$  points.*

*Alternatively, players can choose to record just the difference in scores. In this case, as the 3-player team scored 20 and the 2-player team scored 18, the difference is 2 points. Using this scoring approach, each player on the 3-player team will score 2 points and each player on the 2-player team will score 0 points.*

## A new round

After scoring, removed the NJET markers from the board. The left neighbor of the last dealer becomes the new dealer. He shuffles all cards and deals them again as in the previous round. The round continues with NJET phase, trick-taking phase, and scoring. The new dealer places the first NJET marker.

## Game end

With 2 and 4 players, the game is 8 rounds long.

With 3 players, the game is 9 rounds long. With 5 players, the game is 10 rounds long.

This allows each player to be start player the same number of times in the game.

The player with the most points at the end is the winner. If players tie with the most points, those tied rejoice in their shared victory!

## Preparation and special features

### Monster card

The monster card is used only in 3 and 5 player games. When a player plays alone against 2 players or when 2 players play against 3 players, a player from the smaller team takes the monster card. The start player decides which player of the smaller team gets the monster card. The monster card doubles the points earned by this player.

**5 players:** use all 60 cards. Deal each player 12 cards. Play each round 3 players against 2 players. The start player decides whether he will play on the 2-player team or the 3-player team. The start player also decides who will be on each team. He then gives one of the players on the smaller team the monster card. The player with the monster card earns double points for his team for each trick and captured 0 card. The game ends after 10 rounds.

**4 players:** use all 60 cards. Deal 15 cards to each player. Play each round 2 players against 2 players. The start player decides who will be on each team. The game ends after 8 rounds.

**3 players:** before the game, remove 12 cards from the deck: 3 7's from each color. Deal 16 cards to each player. Play each round 2 players against 1 player. The start player decides whether he will play on the 2-player team or the 1-player team. The start player also decides who will be on each team. He then gives the player on the smaller team the monster card. The player with the monster card earns double points for his team for each trick and captured 0 card. The game ends after 9 rounds.

**2 players:** use all 60 cards. Deal 15 cards to each player. Set aside the remaining 30 cards face down for this round, but shuffle them back into the deck for the next round. Each round, thus, has a different set of cards. The game ends after 8 rounds.