

⭐ 80 Points — Rules (the home of 80 points edition)



1. Objective

- The game is played in **teams of two**: Attackers vs Defenders.
 - The Attackers must score **at least 80 points** from the round to win.
 - The Defenders try to stop them.
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2. Deck & Point Cards

- The game uses **2 full decks** of cards.
 - Only these cards give points:
 - **5 → 5 points**
 - **10 → 10 points**
 - **K → 10 points**
 - Maximum total points in the game: **200**
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3. Dealing & the Bottom 8

- Players pick up cards one at a time.
- **8 cards are left face-down** — these are the **bottom 8**.
- The first player who **picks up a 2** becomes the **starting player** and their team **defends first**.
- The **starting player** then picks up the **bottom 8** and discards **any 8 cards** back to the table.

Note:

If the **Attackers win the last trick**, any point cards that were in the bottom 8 count as **double**.



4. Reshuffle Rule

Before any tricks are played:

- If any player has **less than 25 total points** in their hand, they may ask for a **reshuffle**.
- In this case, all cards are redealt.

5. Trump Suit

- The **first 2** that is picked up determines which team defends first.
- The **suit of that 2 becomes the trump suit** (“royal suit”).
- Trump beats all other suits.

Special overrides:

- If someone plays **double jokers**, the round has **no trump suit, only the trump number**.
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6. What is a Trick?

A **trick** is one mini-round of 4 cards (one from each player).

How it works:

1. One player leads with any card.
2. Players must **follow suit** if they can.
3. If they cannot follow suit, they may play any card.
4. The trick is won by:
 - o The **highest trump** (which can only be played on another suit if the player is out of that suit, or
 - o If no trump was played: the **highest card of the played suit**.

The team that wins the trick collects all 4 cards.

7. Doubles & Sisters

Doubles

- A double = **two identical cards** played together.
- If a double is played, **everyone must respond with doubles** (if possible).
- Doubles are stronger than single cards.

Sisters

- “Sisters” = **two consecutive doubles of the same suit** (e.g., $2 \times 7\clubsuit + 2 \times 8\clubsuit$).
- **Sisters are stronger than doubles.**
- To beat sisters, you must play **higher sisters**. Players must play any doubles that they have in that suit if sisters are played.



8. Scoring Points

Only the Attackers count points.

At the end of the round:

- Add up all the point cards the **Attackers** won in their tricks.
- Do **not** count point cards won by the Defenders. These are discarded face down after each trick.

Remember:

If the Attackers win the **last trick**, point cards from the **bottom 8** count as **double**.



9. Winning & Moving Up

Attackers move up and defend if they score:

- **80+** pts → basic win
- **120+** → move up 1
- **160+** → move up 2
- **200** → move up 3

Defenders move up and continue to defend if Attackers fail:

- Attackers **<80** → Defenders +1
- Attackers **<40** → Defenders +2
- Attackers **0 pts** → Defenders +3

E.g. If the attackers achieve **<80** points, the royal number moves from **2** to **3** for the defenders. This is the royal number played in the next round. However, if attackers win and obtain **80** points, then that team will defend next and start at **2s**. If they obtain **>120** points, they will defend and start at **3s** (**2+1**) as they have not defended on **2s** yet.



10. New Round

- Shuffle all cards.
- Roles and the royal number are dependent on the outcome of the previous round.
- The starting player is now the person to the left of the starting player the previous round, unless the attackers fail in which case the starting player becomes the person who didn't start in the defending team previously.



Quick Summary (1-minute explanation)

- 2v2 game. Attackers need 80+.
- First person to pick up a **2** = Defender & chooses trump suit.
- They pick up the bottom 8 and discard 8.
- Trick = 4 cards → follow suit → trump wins.
- Doubles force doubles.
- Only 5/10/K give points.
- Bottom 8 points double if Attackers win the last trick.