

Schafkopf

HARD

The Game and the Contract

Four player game from Bavaria using 32 cards from a deck of German suited cards, played clockwise. 8 Cards are dealt to each player, in packets of 4. Starting with the first player, everyone can indicate a game with "I'll play/I have a game" or "I have a game too". Otherwise pass with "Away/Forward" or "It's right.". If more than one player indicates a game, they name their contract with earlier player having priority. Only a higher than the previous contract can be said. **Ramsch** is played if everyone passes. You want to avoid winning tricks with high point cards. The player(s) with most card points loses and pays to the others.

Contracts and Bonuses

Name	Explanation	Points
Sow Game	A game where Uppers, Loweres and Hearts are trump , and calling a non-trump Ace (Sow) as partner: The Old (Acorn), The Blue (Leaves), The Hump (Bells). <i>Eg. I play with The Blue. The calling player must not be void in the called suit! The called partner must play the Ace when the suit is led and cannot smear it in a foreign suit.</i>	1
Geier	Uppers are trumps. With trump (<i>eg. Leaves Geier</i>) or without trump suit (raised contract). 1 player vs 3.	2
Wenz	Loweres are trumps. With trump (<i>eg. Acorn Wenz</i>) or without trump suit (raised contract). 1 player vs 3.	2
Solo	Like a Sow game, but 1 vs 3, and player chooses a trump suit. <i>Eg. Bells Solo.</i>	2
Tout	Taking all tricks. Announced latest before the first card. On a Geier, Wenz or Solo. Ranks higher than non-Tout contracts.	6
Stoss/Retour	Opposition can double and contract taker can redouble the game points.	x2/x4
*Sie	4 Uppers and 4 Loweres in one hand. Those cards are never to be played with, must be framed and put on the wall of the lucky person.	Special

Playout and Scoring

Must follow suit, otherwise can play any card.

This means that depending on the type of game, Uppers and Loweres are considered as part of a suit OTHER than the suit sign on the cards.

Before first card, Stoss and Retour can be said, Tout announced. First player (dealer's left) plays to the first trick.

Payment or scoring is done at the end of each hand based on the contract, bonuses and the card points reached.

Optional Laufende/Matadors premium:

In a sow game or Solo: contractor(s) having at least the top 3 Uppers. Top 2 Uppers in Geier, top 2 Loweres in Wenz. Any unbroken cards from the sequence of top trump cards adds one further point.

Gives between +2 and +14 payment points.

Card points and Winning

Ace (11), 10(10), King(4), Upper(3), Lower(2), 9(0), 8(0), 7(0)

There are 120 card points. 61 is needed to win the game, 91 for Schneider (+1 payment point), all tricks for Schwarz (+2 payment points).

Card Rank in a Sow Game

Sow Game:

Trump suit (Hearts): Acorn Upper, Leaves Upper, Hearts Upper, Bells Upper, Acorn Lower, Leaves Lower, Hearts Lower, Bells Lower, Ace, 10, King, 9, 8, 7

Non-trump suit: Ace, 10, King, 9, 8, 7