

Mit List und Tücke

A card game by Klaus Palesch for 4-6 players. Published in 1999 by Berliner Spielkarten. Translation: Michael Svellov

Contents

6 rules cards 84 cards in four suits numbered 1-21 in the colors blue, green, red and yellow

Overview

You cannot take a trick all by yourself.

Each player tries to collect as many cards as possible in two colors and to avoid the cards in the other two colors. Only cards in two of the colors will be counted towards the score. The player who plays the highest card in the leading suit has first choice when a trick is split, while the player who played the lowest card in another suit takes the rest. The two winners of a trick share the cards, but it is naturally an advantage to have first choice and leave the wrong colors to the second player.

The player with the highest score wins the game.

Preparations

Depending on the number of players, only the following cards are used:

- 6 players: The cards 1-21 in the colors blue, green, red and yellow (all the cards)
- 5 players: The cards 1-18 in red and yellow plus 1-17 in blue and green (70 cards)
- 4 players: The cards 1-14 in the colors blue, green, red and yellow (56 cards)

Play

The player to the left of the dealer begins by playing a card of his choice. This card will be the opening lead in the trump suit. Every other color in this trick will be a non-trump suit. But a trick cannot have cards in more than 3 colors, ie: if there already is cards on the table in 3 different colors, then the remaining players must play a card in one of these colors. If a player only has cards in the fourth color, he cannot play and the round ends (see below).

The played cards are placed in the center of the table in such a way that it is easy to see who played the card, and which color is trump. In turn every player plays any card from his hand.

The led suit does not have to be followed!

The (Two) Winner(s) of a Trick

The player who played the highest trump card (the largest numbered card of the led suit) must take his pick from the cards played in the current trick (half the cards rounded up):

In a 4-player game he takes 2 cards; in a 5- or 6-player game he takes 3 cards.

The player who played the lowest non-trump card receives the remaining cards from the trick (which he must take): In a 4- or 5-player game he receives 2 cards; in a 6-player game he receives 3 cards.

Example:

Player A played a red 10 (led color)

Player B played a yellow 6 (non-led color)

Player C played a red 14 (led color)

Player D played a blue 2 (non-led color)

Player E played a yellow 16 (non-led color)

Player E couldn't have played a green card since 3 colors had already been played.

Player C has played the highest trump (red 14), and gets first choice (3 cards)

Player D has the lowest non-trump color. He receives the remaining two cards and opens the next trick by playing any card..

If more than one player has played a non-led card of the same lowest value the player who played the first of the lowest cards will be the one who wins the second part of the trick.

The two winners of a trick place the cards in open stacks sorted by colors, so that all players can see which colors a player is collecting, but not necessarily how many cards there are in the stacks.

The next trick is opened by the player who played the lowest non-trump card (ie: the winner of the 2nd part). He may play any card from his hand, and that suit will be the new trump for this trick.

Special case: If only cards from one suit are played in a trick (they have the same color) the player who played the highest trump will choose his cards as usual, but the second half of the trick will be discarded (there is no other winner). In this case only will the player who played the highest trump open the next trick.

As soon as a player has collected cards in all 4 colors, he must decide which two colors he will count towards his score and which two colors he will disregard. He simply turns the two stacks over and places them in a single pile with the backside up. The two chosen colors remains open and from now on only cards collected in these two colors counts toward his score. Any cards "collected" in the two wrong colors are placed in the players personal "discard"-pile.

The End of a Round

A round ends after the 14th trick, although it can end earlier if a player cannot play a card because he only has card left in a color which cannot be played because the trick already contains 3 colors. In this case the round is ended immediately and the current trick and any remaining cards in the players' hands are discarded without counting towards the score; they are worthless.

Example: Player E still has 2 blue cards in his hand but the current trick already contains a red, a green and a yellow card. Since the fourth color cannot be played in a trick, the round is ended at once.

Scoring

Each player counts the number of cards in his two largest open stacks and multiplies the two numbers with each other. The sum is then divided by the number of remaining cards (any fraction is discarded and the score is noted on a piece of paper).

- If a player has cards in one single color only, he has scored 0 (zero) points!
- If a player has cards in exactly two colors, the sum is not divided by 0 (zero).

Examples:

Player A has 3 open stacks containing 5 green, 6 red and 3 yellow cards. He receives points from the two largest stacks: $5 \cdot 6 = 30$ which are then divided by the last stack 30: 3 which gives him 10 points.

Player B has 3 open stacks containing 5 red, 4 blue and 3 yellow cards. That gives $5 \cdot 4 = 20$ which is divided by 3 to 6,6 which is then rounded down to 6 point.

Player C has two open stacks with 7 blue and 8 green cards, and 4 discarded cards. $7 \cdot 8 = 56$; $56 : 4 = 14$ points.

Player D has 3 open stacks with 7 yellow, 1 red and 1 blue card. $7 \cdot 1 = 7$ divided by 1 = 7 points.

Player E has 3 green and 5 blue cards. $3 \cdot 5 = 15$ points.

NEW ROUNDS

When all players have recorded their scores, a new round begins. The new dealer is the player to the left of the previous dealer. The number of played rounds equals the number of players.

The player with the highest combined total of points wins the game!