

## **Stichling**

A game for 2 to 5 players  
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### **Components**

- 60 cards (1 – 15 in each of 4 colors)
- 20 scoring markers (4 in each of 5 colors)
- 45 scoring cards (9 in each of 5 colors)

### **Before Play:**

Each player should take the 4 markers and 9 scoring cards of his color.

- For 5 players, use all the cards.
- For 4 players, remove cards 13 – 15 in each color.
- For 3 players, remove cards 10 – 15 in each color.
- For 2 players, remove cards 7 – 15 in each color.

### **Play**

Deal out all the cards so each player has 12 cards.

Each player should look at his hand and then places his 3 scoring cards in whatever order he likes based on the number of tricks he thinks he will win.

- In round 1, use the 1, 2, and 3 scoring cards
- In round 2, use the 2, 4, and 6 scoring cards
- In round 3, use the 3, 6, and 9 scoring cards

Upon winning his first trick, the player will turn his first scoring card face-up. Upon winning his second trick, the player will turn his second scoring card face-up (and his first face-down again), and so on. If a player wins a fourth trick, they will again turn their first scoring card face-up (and their third face-down), and so on.

Once all players have placed their scoring cards in their desired order, the oldest player starts the cardplay, which proceeds in clockwise order until all the cards have been played. Then, scoring happens and the next round begins. After the third round, the game ends.

On a player's turn, they play exactly 1 card from their hand. They can play it to an existing trick or they may use it to start a new trick as long as there are fewer than 4 tricks in play. If a card is

played to an existing trick, it must match the color of the card that started the trick. Players can only play a non-matching color card to a trick when they have no other legal play.

Each trick should be clearly separated and the cards displayed so all their values are clearly visible. When a new trick is started, the player who started it should mark it with their scoring marker. A player may open a new trick with any color, regardless of whether that color appears in other tricks or not.

As soon as a player plays a higher card of the color that was led to a trick, he returns the scoring marker that was there and places his own scoring marker in its place to show he is currently winning the trick. (If he was already winning the trick, he simply leaves his scoring marker there.)

If a player plays a card that does not match the color of the card that started the trick, the scoring marker associated with the trick does not change. (Again, playing a non-matching card is only possible if the player has no other legal play.)

A trick is complete when a fourth card is played on it. When a trick is complete, play is paused and whichever player has their scoring marker on the trick takes the cards and their scoring marker. They then turn the next scoring card in their row face-up and turn the previous scoring card face-down. If the third card in their row was face-up, they "cycle" back to the first scoring card, turning it face-up and the third one face-down. (Therefore, if a player wins, for example, 5 tricks, they will have their second scoring card face-up.)

Players should only have 1 scoring card face-up at a time.

Play then continues with the player to the left of the player who completed the trick (regardless of who won the trick).

## **Round End**

Once all the cards in the round have been played, the round ends. Incomplete tricks (with fewer than 4 cards) are not awarded. Each player places their face-up scoring card, showing the number of points they won in the round, aside so it is clearly visible and discards the remaining scoring cards.

A player that did not win any tricks in the round discards all their scoring cards and scores 0.

Now, start a new round (unless the third round was just completed) by shuffling all the numbered cards and redealing so each player has 12 cards. Again, after looking at their hands, players should arrange the appropriate scoring cards (2, 4, 6 in Round 2, 3, 6, 9, in Round 3) in whatever order they wish.

The player to the left of the player who started the previous round starts the new round.

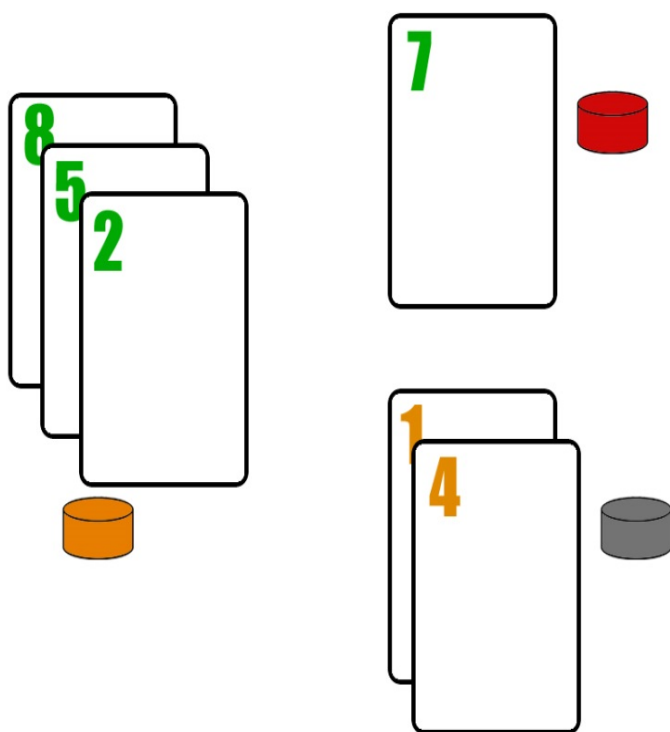
### **Game End**

The game ends after the completion of the third round.

Each player adds the values of their face-up Scoring Cards. Whoever has the most points is the winner.

In the case of a tie, whichever player scored more points in the Round 3 is the winner. If these values are tied, whichever player scored more points in Round 2 is the winner; if this is also a tie, whoever scored more points in Round 1 is the winner. If the tied players scored the same number of points in each of the 3 Rounds, there are multiple winners.

### Example 1:



There are currently 3 of a maximum of 4 tricks in play. The leftmost trick was started by the orange player who played a Green 8. Only lower-valued cards have been played to that trick, so Orange's scoring marker is still there.

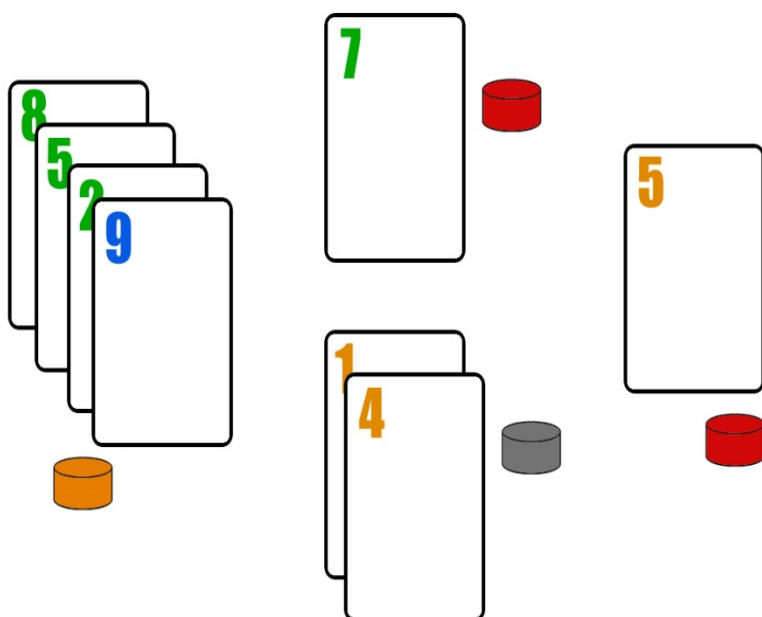
The upper trick was started by the Red player who played a Green 7. Since that is the only card in the trick, Red's scoring marker is still there.

The lower trick was started with an Orange 1. Since then, Gray played an Orange 4 and, since the 4 is the highest-valued card in the trick, removed the existing scoring marker and placed his own there.

A new, fourth trick could still be opened containing any color.

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### Example 2 (continued from Example 1):



The Red player does not have any green or yellow cards left in their hand. Since he cannot follow the color of any of the 4 tricks (and cannot start a new trick because there are already 4 in play), he can play any card he wants to any of the 4 tricks. So, he plays the blue 9 to the left-most trick, which is now complete (since it contains 4 cards). Even though the 9 is the highest card, it did not follow the suit led and so the Orange player wins the trick.