



This collection contains four unusually great card games. The games are called: **MÜ**, **NJET**, **Was sticht?**, and **Meinz**. Each of these games is a trick-taking game. At the beginning, there is a short description of the most important terms, which occur often in the rules for the games. If you are familiar with trick-taking games, you can skip the introduction and go directly to the rules for the specific games.

Contents

(160 cards)

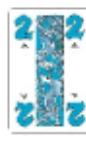
64 number cards, 16 each in Blue, Yellow, Red, and Black (for MÜ and NJET):



3x0



2x1



1x2



1x3



1x4



1x5



1x6



4x7



1x8



1x9

back side

12 number cards in Green (for MÜ):

1x0

2x1

1x2

1x5

1x6

2x7

1x3

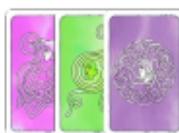
1x4

1x8

1x9



1 game board for NJET



5 player cards



1 monster card



3 summary cards for MÜ



20 NJET markers



*36 number cards
(1-9 in 4 colors for
Was sticht? and Meinz)*



*24 function cards
(for Was sticht?)*



*back sides
(= point cards for Meinz)*



*5 Trump color cards
(for Was sticht?)*



back side



*10 Trump number cards
(for Was sticht?)*



The following descriptions generally apply to trick-taking games. Deviations in these rules are specially noted with the rules for each game.

Trick-taking games are card games. With such games, the basic goal is to use your own cards to take cards from your opponents. Each player receives the same number of cards at the beginning. In each round, each player (according to certain rules) plays a card face up on the table. These played cards are the "trick".

After the first player in the round plays a card, then all other players, if they can, must play a card of the same color as the first card of the trick on the table. If a player does not have a card of the right color, then he may play any other card (a trump card or just a card of another color).

Normally all colors are considered equal, with exception of the trump color. The player, who played the highest card in the color first played in the round usually wins the "trick", taking all cards played this round and placing them face down in his play area (the space before him on the table). Once a new round begins, players may not examine tricks from previous rounds during the game. Players may only examine the last trick, and this before the next round begins. The player who wins a trick, plays the first card in the next round.

A "trump" means that one of the colors or a number has a higher strength when determining the winning card on a trick than other colors or numbers. This trump color or number is higher in value than the other colors and numbers. If no trump is played on a trick, the rules for determining the winning card are the same as if playing without trump. Generally, a player may not play a trump card if he can play a card of the color first played on the trick. If a player has several cards of the color first played on the trick, he need not play a card with high value. A player is not required to try to win a trick if he chooses not to.

Meinz

Günter Burkhardt

For 3 or 4 players

aged 10 and up

length: 30 minutes

The following rules refer to the game with 4 persons. The rules for 3 players are on page 11.

Contents

For this game, you need:



36 number cards
(4 colors with values 1-9)



24 point cards
(8 each with value 1-3)



monster card

Overview & Goal

The goal of this unusual game is not so unusual: it is to collect most points. There are 8 rounds and in each of these rounds point cards are distributed. There are 8 tricks in each round. The special features of this game are that each player takes exactly 2 tricks per round and a player can secure a trick by calling "Meinz". At the end of a round, it is the sum of the numbers in each player's two tricks that determines the outcome of the round.

Preparation

The players sort the point cards according to their values and place them face up in three separate stacks: 1, 2, and 3. Choose a player to be first dealer. This player shuffles the 36 number cards and deals 9 to each player, face down.

Before the players begin the trick-taking, still each player looks at the cards in his hand and selects one to return face down to the box. These cards are no longer needed this round. The player left of the dealer begins.

The trick-taking

The taking of tricks is basically the same as the usual rules. The player who begins plays a card face up on the table. The other player each play a card face up on the table in clockwise order. After all have played a card, the trick is over and the players determine which player gets the trick.

When players play cards they follow the normal rules, but with one variance:

1. The player must play the color of the first card played in the trick, but the player **may**, instead, play a card matching the number of the first card played in the trick.
2. If a player cannot follow the above rule, he may play any card.

Example: Alex starts the trick with the red 5. Joe does not have red cards, but he does have the yellow 5. Joe need not play the yellow 5, but may play any card. If Joe had red cards, he would have had to play either a red card or a number 5 card.

Who wins the trick?

Basically, the player that played the **lowest-valued** card (regardless of color) gets the trick. When two or more cards are the lowest, the later played card is the lower (again, regardless of color).

A player can also get a trick (secure it, as it were) simply by calling, "Meinz".

Here is how it works. The start player plays a card. Before the next player plays a card, the start player can call: "Meinz" = "that is my trick". When a player has called, "Meinz", he will get the trick, regardless of who plays the lowest-valued card on the trick.. He **must** take the trick, regardless of what cards are played to it after he made the call. After calling, "Meinz", the trick continues with no changes in the rules of playing to a trick.

If the start player does not call, the next player plays his card and can now call, "Meinz". If he calls, he gets the trick when it is done. If he does not call, the start player can again call, "Meinz", if he wants (he now knows 2 of the cards that will be on the trick). If neither the second nor the first player call, play continues to third player. He plays a card and can call. If he does not call, the first player can call and then the second player can call if the first does not. If neither calls, the last player plays a card, but may **not** call, and neither can the other players.

What can the player do with the trick?

The player who won the trick, may exchange one of the cards in his hand with a **card of the same color** from the trick. The player shows the others the cards he is exchanging. Then he puts the trick face down in his play area.

Note: this exchange **can be a very important tactical move**.

The player, who won the trick, plays the first card of the next trick. Thus, the tricks are played to the end, when the players have no cards.

Special feature: each player must have taken exactly 2 tricks in the round!

Once a player has already taken 2 tricks in a round, he must play cards normally, but can take

no further trick. He may also not call, "Meinz". If he would take a trick because he played the lowest card, his card is not considered in determining who takes the trick. In this case, the player with the second lowest card takes the trick. If the player with the second lowest card already has 2 tricks, the player with the third-lowest card takes the trick, and so on...

Point distribution

Each player has taken exactly 2 tricks. Each adds the values of the numbers on their cards. Then, points are distributed:

- The player with the **highest** sum takes a "**3**" **point card**.
- The player with the **second highest** sum takes a "**1**" **point card**.
- The player with the **third highest** sum takes **nothing**.
- The player with the **lowest** sum takes a "**2**" **point card**.

Example: the players calculated the following sums and, thus, took the following point cards:

Alex 51

Joe 38

Günter 37

Hanna 31

as
third highest
gets nothing



If several players have the same sum, they receive nothing at all.

Example: Alex and Joe each have 40 points, Hanna has 39, and Günter has 34 points. As Alex and Joe are tied with the highest sum, neither gets a point card. As there is a two-way tie for highest, there is no second highest. Thus, Hanna is third highest and gets no point card. Günter has the lowest sum and takes a "2" point card.

Game end

In the second round, the left neighbor of the start player of the previous round becomes the new start player. Thus 8 rounds are played, so that everyone was twice the start player.

The winner is the player who has the most points in the form of point cards. If several players tie with the most points, each of those players rejoice in the shared victory.

The game with 3 players:

When playing with only three players, the card monster plays as the fourth player. The card monster is dealt 9 cards face down (like the other players), but does not discard one. Thus, the card monster will have one card left at the end of the round. 8 rounds are played, so that each player (including the card monster) has two rounds of being the start player.

The card monster plays the first card to the first round. The card monster always plays the top-most card from his card stack to each trick, regardless of the normal rules of play. The card monster gets the trick whenever it played the lowest card and no player called, "Meinz". And, once the card monster has 2 tricks, it takes no more!

If the first 6 tricks are taken by players, the card monster gets the last two tricks automatically. During the point distribution, the card monster **adds 12 points** to the sum of the numbers on its two tricks.

