

Klaverjassen

Players: 4

Game Type: Trick-Taking

Card rank (Trumps): J 9 A 10 K Q 8 7

Card rank (Normal): A 10 K Q J 9 8 7

Objective

Be the pair of players with the highest score.

The Deal

There are four players consisting of two pairs sitting opposite of each other who play together against the other duo. The game is played with a normal deck of cards but only the cards 7 up to A are used in this game.

The Play

Players take turns in deciding the trump suit and the pair with the deciding player must get at least 82 points. There are 16 rounds in total which means each player chooses the trump suit 4 times. The ranking of the cards (from high to low) and their points are listed below:

Trumps		Non-Trumps	
Rank	Points	Rank	Points
J	20	A	11
9	14	10	10
A	11	K	4
10	10	Q	3
K	4	J	2
Q	3	9	0
8	0	8	0
7	0	7	0

In each round there are eight tricks. The winners of the final trick receive an additional 10 points (bringing the total available points to 162). At the end of a round, after all eight tricks have been played, each pair counts up the value of the cards in the tricks they have won to determine their score. If the pair who selected the trump have not made 82 points, their opponents have made them 'nat' (meaning 'wet' in English) and get all 162 points. If a pair win all eight tricks they get a 100 point bonus.

In addition to normal trick rules and the revised card rankings above, a few additional restrictions apply. If a player cannot follow suit, has a trump and no trumps have been laid in the current trick so far they must trump. A player is never allowed to play a lower trump than the one already on the table, unless the person to start the round started with trumps or they have no other valid move.