Miezemauzen

Players: 4-6
Game Type: Trick-Taking
Card rank: A 10 K Q J 9 8 7 6 5 4 3 2

Objective
Every player starts with twenty points. The first player to reach zero is the winner.

The Deal
The game is played with a normal deck of cards. Note that the 10 is the highest card after the ace. When there are four players 7 up to A are used. When there are five players, 6's are added to the deck. When there are six players, the 5's can be added. After shuffling these cards, the dealer will give everyone five cards (so five rounds can be played) and will place the remainder face-down to form a stockpile.

The Play
Starting with the player to the left of the dealer and working clockwise, each player starts by deciding whether or not to play the round. If they decide to play and fail to win any tricks, they will receive five points as a penalty. If they don't play, their total amount of points remains the same. If a player decides to play, they are first given a chance to exchange their cards. Each player may swap as many of the cards in their hand with cards from the stockpile as they like. Any cards that have been removed from their hand are placed face-down in a discard pile along with any cards from players who have chosen not to play. If there are no cards left in the stockpile the player cannot make any more swaps.

Once everyone has had the opportunity to decide whether they want to play and swap cards, the trump suit is then determined. This is achieved by shuffling the cards not used in the game (2's, 3's 4's etc) and turning over the top card. The suit of this card is the trump suit for this round.

Scoring
Every player starts the game with twenty points. For every trick a player takes in a round, a point can be deducted from their total. If a player is unable to win any tricks in the round, five points is added to their total. There are five hands in each round and the game ends when a player reaches zero. The first person to reach zero is the winner of the game.