

SKAT

3 about 30 minutes

The objective of the game

Skat is a trick-taking game for three players. One player plays alone against the other two, who work together as a team. The goal is to collect as many points as possible through won tricks or to prevent the opponent from winning.

The Cards and Points

The game is played with 32 cards (Ace, King, Queen, Jack, 10, 9, 8, 7) in each of the four suits: Diamonds \diamond , Hearts \heartsuit , Spades \spadesuit , and Clubs \clubsuit .

Punktwerte der Karten

Karte	Punkte
Ace (A)	11
Ten (10)	10
King (K)	4
Queen (D)	3
Jack (B)	2
9, 8, 7	0

There are a total of 120 points in the game – to win, the solo player needs at least 61 points.

Game Phases

A Skat game consists of three phases:

1) Dealing the Cards

Each player receives 10 cards.

The remaining 2 cards are placed face down in the middle – this is called the **Skat**.

2) Bidding – Who Plays Alone?

Bidding is a type of auction. Players compete for the right to play as the solo player.

Players announce numbers (e.g., „18,“ „20,“ „22“ etc.). The number represents the **minimum score** the player believes they can achieve.

The **highest bidder becomes the solo player** and gets to look at the Skat.

3) The Trick-Taking Phase

Now, the actual gameplay begins:

The **first player plays a card**.

The other players **must follow suit** (play a card of the same suit if they have one).

The **highest card wins the trick**, and the winner leads the next round.

The solo player must try to collect enough points, while the other two work together to stop them.

The Trump Rule – What Makes Skat Exciting!

In Skat, some cards are **trump cards**, meaning they are **stronger than all other cards**.

In a **Grand game**, only **Jacks are trump**.

In **suit games**, the announced **trump suit** is trump, plus **all Jacks**.

The **Jacks are always the strongest cards**, ranked in this order:

\clubsuit Jack > \spadesuit Jack > \heartsuit Jack > \diamond Jack

Remember this! Jacks are extremely important in Skat.

How Do You Win?

The **solo player wins** if they collect **at least 61 points** through tricks. The **opponents win** if they prevent the solo player from reaching 61 points.

If the solo player **does not win a single trick**, they are „**Schneider Schwarz**“ and lose **double**.

Beginner Strategies

- **Pay attention to your Jacks!** If you have many Jacks, you have a strong hand.
- Only bid as high as you are confident you can win.
- Keep track of which high cards have already been played.
- Play high cards only when it's safe – otherwise, your opponents may take them.

Skat is a **strategic and exciting game** that requires patience and practice. But with these basics, you are ready to play your first rounds!

So grab a Skat deck and give it a try!



CRAZY EIGHTS





3 about 5-10 minutes

The Objective of the Game

The goal is simple: **Be the first to get rid of all your cards!**

To do this, you must play cards that match the previous card in either suit or number or use special cards to slow down your opponents.

The Cards and Points

The game is played with 32 cards (Ace, King, Queen, Jack, 10, 9, 8, 7) in each of the four suits: Diamonds , Hearts , Spades , and Clubs .

Special Cards and Their Effects:

Karte	Effekte
7	The next player must draw two cards (unless they also play a 7).
8	The next player skips a turn.
Ace (A)	The player chooses a new suit.
Jack (B)	Reverses the direction of play

All other cards must match the previous card in either suit or number!

How to Play

A game consists of **three phases**:

1) Dealing the Cards

Each player is dealt **5 cards**.

One card is placed face-up as the **starting card**.

2) Playing Cards

Players take turns **placing a card** that matches the previous card in either **suit or number**.

If a player **cannot play a matching card**, they must **draw a card**.

Special cards can change the flow of the game!

3) The Game Ends When...

A player **places their last card**.

Important:

When playing the **last card**, they must shout **„Last card!“** – and they win the game!

Beginner Strategies

- **Save special cards** for the right moment to block opponents.
- **Watch out for players with only one card left** – stop them with special cards!
- **Don't draw too many cards unnecessarily** – plan your moves wisely.

Variants & Game Extensions

Mau Mau has many exciting variations to make the game even more fun:

- **+4 Rule:** A 7 can be countered with another 7 – forcing the next player to draw 4 cards.
- **Jack on Jack:** A Jack can only be answered with another Jack.
- **Penalty for Forgetting „Mau Mau“:** If a player forgets to say „Mau Mau!“ when placing their last card, they must draw two penalty cards!

Mau Mau is a **fast-paced, fun game** that is easy to learn but offers strategic depth through special cards. With a few rule variations, it becomes even more exciting – so grab a deck of cards and start playing!



THIRTY-ONE





👤 2-6 ⌚ about 5-10 minutes

Objective of the Game

The goal of the game is to reach the highest possible point total in one suit.

- The highest possible hand is **31 points**, also known as a „Swim“ or „Fire“, which results in an **instant win**.
- The player with the **lowest score at the end of the round loses a life**.

The Cards and Points

The game is played with 32 cards (Ace, King, Queen, Jack, 10, 9, 8, 7) in each of the four suits: Diamonds , Hearts , Spades , and Clubs .

Card Values (Only Within One Suit!)

Card	Punkte
Ace (A)	11
Ten (10)	10
King (K)	10
Queen (D)	10
Jack (B)	10
9, 8, 7	Their face value (e.g., 9 = 9 points)

Special Combination:

Three identical cards (e.g., three Queens) score 30.5 points, regardless of the suit.

How to Play

A game consists of **three phases**:

1) Dealing the Cards

Each player receives **three cards**.

Three **open cards** are placed in the center of the table.

2) Swapping Cards

Players take turns swapping one of their cards with a card from the middle.

Alternatively, they can exchange all three cards at once or pass if they are satisfied with their hand.

If a player believes they have a strong hand, they can knock – after this, all other players get one final turn before the round ends.

3) Who Loses?

At the end of the round, all players reveal their cards.

The player with the lowest point total loses a life.

Each player has three lives – once all lives are lost, they are out of the game.

Beginner Strategies

- **Focus on collecting high-value cards in a single suit.**
- **Observe opponents** – if someone swaps a lot, they may have a strong hand.
- **Knock when you have a solid hand** to end the round quickly.
- **Three of a kind (30.5 points) is almost unbeatable** – go for it!

Swim is a **fast, simple, and fun game** that's great for any occasion. With the right mix of luck and skill, you can outplay your opponents and stay afloat.

Try it out and see if you can hit 31!



PRESIDENT

👤 3-5 ⌚ about. 5-30 minutes





The Objective of the Game

The goal is simple: **Be the first to get rid of all your cards!**

The winner becomes the „**President**“ and gains advantages in the next round.
The loser becomes the „**Underdog**“ and must start the next game with disadvantages.
All other players fall somewhere in between.

The game is especially fun because the rankings **constantly change!**

The Cards and Player Rankings

The game is played with **32 cards** (Ace, King, Queen, Jack, 10, 9, 8, 7) in each of the four suits: Diamonds , Hearts , Spades , and Clubs .

Player Rankings

- President (winner of the last round)
- Vice President (second place)
- Middle Class (regular players)
- Vice Underdog (second to last)
- Underdog (last place)

How to Play

A game consists of **three phases**:

1) Dealing the Cards

All cards are evenly distributed among the players.
The player with the **7 of Clubs** starts.

2) Card Exchange (Only from Round 2 Onwards!)

Before each new round, higher-ranked players exchange cards with lower-ranked players:

- The Underdog gives their 2 best cards to the President and receives 2 weak cards in return.
- The Vice Underdog exchanges 1 card with the Vice President.

This exchange makes it harder for the Underdog to climb up the ranks!

3) Playing Cards (Making Tricks)

- The starting player plays **one or more cards of the same value**.
- The next player can only play a higher card or the same value but higher-ranked set.
- If a player cannot or does not want to play, they must **pass**.
- The player who wins the last trick starts the next round.

Strategy Tip: Try to get rid of low-value cards early!

4) Who Wins & Loses?

The **first player** to get rid of all their cards becomes the **President**. The **last player** still holding cards is the **Underdog**. All other players remain in their current ranking.

The next round starts **with the card exchange** for a fresh dynamic!

Beginner Strategies

- **Play low cards early** so you are left with strong cards at the end.
- **Save pairs or triples** to get rid of multiple cards at once.
- **If you are the Underdog**, try to improve your position quickly!
- **Use your role wisely:**
 - As **President**, you can **block other players**.
 - As **Underdog**, you can **take risks and make bold moves**.

Variants & Game Extensions

- **Penalty Actions:** The Underdog must fetch drinks or complete tasks.
- **Chain Rule:** If a player plays a card that already lies on the table, they may place an additional one.

President is a **fun, fast, and tactical card game**, perfect for groups and parties. Smart players can climb their way from Underdog to President – or dominate the game from the top.

So, grab a deck of cards and become the President!

