

So, you want to learn to play 'Schnapsen'!

Schnapsen is a two-player game, with a simple objective: Score 66 points!

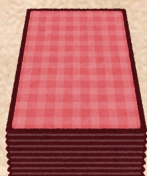
Setup

- Place one card face-up to determine the Trump Suit
- Deal 5 cards each

Player 1 Hand



Drawing Deck



Trump Suit



Player 2 Hand



Basic Trick

- Non-dealer plays first, choosing a card from their hand. This card's suit becomes the Lead Suit for the trick. The other player plays one card as well.
- The winner of the trick is determined, and then draws one card from the deck. The loser draws after that.
- Rinse and repeat!

But... who won the trick?

- The highest card of the Trump Suit wins the trick
- If no trumps have been played, the highest card of the Lead Suit wins the trick.
- Trick winner takes both cards and scores their points

This is suspiciously simple...

- The true complexity of the game lies in its optional actions
- Your task: create new cards, based on Austrian myth and people, that can create new optional actions. Don't forget to score your new card and/or its optional action!
- Turn your sheet to read the original actions for inspiration (or fun!)

German Suits

Heart



Bell



Acorn



Leaf



So, you want to learn to play 'Schnapsen'!

Cards (and their scores)

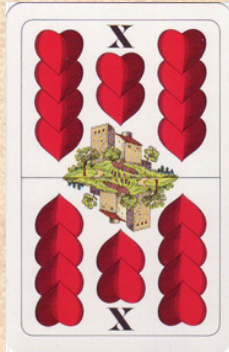
Deuce*: 11 points

Ten: 10 points

King: 4 points

Ober*: 3 points

Unter*: 2 points



*You might be more familiar with 'Ace', 'Dame' and 'Jack', respectively!

Optional Actions

These can only be done between tricks, so be careful!

Exchange the Trump Card

If you hold the Trump Unter, you can swap it with the face-up trump card on the table. This way you can gain a higher-scoring card!

Declare a Marriage

If you have a King and Ober of the same suit, declare a pair to score bonus points (40 for trump suit, 20 for other suits).

Warning: You must then play one of these cards in your following trick! The other one remains closed in your hand.

Close the Draw Pile

If you believe you can win with your hand, you can close the draw pile, forcing you both to play without drawing new cards. If you don't win with your hand, your opponent wins automatically!

If the draw pile is closed, the other two optional moves are off limits.

Scoring

The player who first reaches 66 points wins the round. The winner then scores between 1-3 game points according to the opponent's performance, First to score 7 game points takes it all!