Rules of the card game MazzelTof.

Requirements:

* 1 deck of playing cards with a red back, including 2 jokers.
* 1 deck of playing cards with a blue back, including 2 jokers.
* 1 red pawn.

MazzelTof can be played with 2 or 4 players.

Objective:

The objective of the MazzelTof card game is to play through your team's draw pile before your opponents.

Game Setup:

* One team plays with the red cards (Ladies A and B), while the other team plays with the blue cards (Gentlemen C and D).
* Team red plays against team blue.
* Each of the four players receives one joker card before the game starts.
* Both decks of playing cards are carefully shuffled, and each player reveals a blind card.
* The player with the highest blind card starts the game. In this example, Lady A has drawn the highest card.
* The sixth card from the bottom of the draw pile is turned face up.
* The remaining cards are reshuffled, and the top card of both the red and blue decks are turned face up and placed on the table.
* A red (♦ or ♥) and a black card (♠ or ♣) must be revealed; otherwise, the cards are reshuffled until they appear.
* A card must be turned between the red card and the black card by the team that just revealed the highest card.

Turning a Card: The turned card cannot be a joker, 10, 2, or an ace. If it is, the cards must be turned again until a different card appears.

Gameplay:

There are three revealed cards on the table, for example: ♦8 ♦7 ♠4. These three cards form the starting cards of three so-called play-away piles.

The ♦7 card (middle card) forms the first card of the mixed play-away pile.

A red (♦ or ♥) and a black card (♠ or ♣) must be revealed; otherwise, the cards must be turned again until a red and a black card are revealed.

The middle card (mixed) can be either red or black.

On the red card ♦8, a red ♦9 or ♥9 card must be played in numerical order from low to high.

The same applies to the black pile. On the middle pile, any color can be played as long as it is in numerical order.

The lowest card is a card with the value three, and the highest card is an ace.

All cards with the value two (♠2, ♥2, ♣2, ♦2) are also jokers.

Joker cards can replace cards.

Only red twos (♥2, ♦2) can be placed on a red pile, and only black twos (♠2, ♣2) can be placed on a black pile.

Both red and black twos can be played on the mixed pile.

Player A (Lady A), who has just revealed the highest card, first takes five cards from the draw pile with the red deck.

Subsequently, all players in their first turn take five cards from the draw pile they are playing with (red or blue).

For example, Player A receives the following five cards: ♦3, ♣5, ♦jack, ♥8, joker.

On the table are the cards ♦8, ♦7, ♠4 on which cards can be played.

For instance, Player A places ♣5 on the ♠4, black on black. The suit (♠, ♥, ♣, ♦) does not matter as long as the color is correct. Player A decides not to play the joker card and her ♥8 yet.

Player A passes by laying down a card, ♦jack, which she still has in her hand; we call this the open cards. When it is her teammate's turn, they can also use their teammate's open card(s), in this case, the ♦jack.

After playing, Player A still has three playing cards in her hand, which will be replenished to five cards in her next turn. During play, all open cards of a team can be used by the respective team players.

Each player can have a maximum of five open cards (layoff cards) on the table. If you receive more layoff cards, they must be placed blind (penalty card) on your draw pile until you start the last six cards of your draw pile. When you start the last six cards of your draw pile, the penalty cards must be added to the bottom of your draw pile. After Player A passes, the next player (Player C) takes their turn. This player takes 5 cards from the blue deck draw pile and may choose to play or pass.

Passing is revealing one card or potentially laying down a penalty card. You do not have to necessarily play a card or cards that you could play. Sometimes, it is strategically wiser not to play a card, but it is better to save a card/cards for later.

Once all four players have taken their turns, Player A, who started the game, must first replenish their hand with two cards (up to five cards) before continuing to play. Each time it is your turn, you must replenish your hand with two cards or until you have at least five cards again. A player who is taking their turn must always replenish their hand with two cards as long as there are enough playing cards left in their draw pile.

Playing on the play-away piles goes up to an ace card. The player who lays down the ace card removes that pile and may start a new pile with any desired card, as long as it is of the same color as before (red, mixed, or black).

If you play all your cards from your hand in one turn, you may take five new playing cards. Only five open cards may be laid per player; a sixth card or more must be placed face down on their draw pile; this is a so-called penalty card.

These penalty cards are added back to their draw pile when their draw pile reaches the sixth bottom card. The bottom six cards and any penalty cards must be turned face up when you get there to play. The opponents can also see these revealed cards.

When you reach the sixth bottom card, you play that card or lay that card in a turn with your open cards. From now on, you may have more than five open cards. In this way, the last card of the draw pile can become a layoff card.

Playing the tens (10): If a player plays one or more cards with the value 10, then the next player must skip a turn in principle. The player who plays a 10 can play more cards in the same turn than just their 10 card.

You can also use a two-card or a joker card as if it were a 10 card; even then, the next player must skip a turn.

If a player must skip a turn, they receive a red pawn on their draw pile, which is placed there by the opposing player. The red pawn serves as a kind of reminder on your draw pile.

Only with a joker card that you already have in your hand (not twos) can you immediately remove the red pawn. You are not allowed to first draw cards from your draw pile to see if you might get a joker card. You must already have a joker card in your hand in that turn and are required to play the joker card, completely at your own discretion in that turn.

Winner:

If a player plays through the team's draw pile, that team wins [or player in the case of 2 players).

Two players:

If you play the game with two players, each player receives one joker card before the game starts, and one joker card remains in the draw pile.

With two players, you receive seven playing cards and continually replenish your hand with two new cards until you have at least seven cards.

When you start the last six cards of your draw pile, you play that card or lay that card in a turn with your open cards.

From now on, you may have more than five open cards. In this way, an open card can become a layoff card.

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