Rules of the card game SKAT

Nabil H. Mustafa
High-level structure
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- It is a team game – 2 players team up against 1 player.
Details
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- Four suits: ♣ ♠ ♥ ♦
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| Value | A: 11 | 10: 10 | K: 4 | Q: 3 | J: 2 | 9, 8, 7: 0 |
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explain later
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The player with the highest rank card wins that trick.
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The player with the highest rank card wins that trick.
The team with the most value accumulated wins the game.
Phases of the game
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The game has three phases:
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Tallying phase:
- Each team adds up the value of their won cards to decide the winner.
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• Note that the total sum of points is 60. Player A wins if has at least 61.
An example game

jonor vs Guennilein + themanwithaplan

starts
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Card pips
jonor: 24
Guennilein: 14
themanwithaplan: 82
Opponents: 96
Single player: 24
An example game

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Game result:
- Basic value: 11 (Spades)
- With/Without: With 2
- Highest bid: 18
- Hand: Schneider
- Schneider announced: Schwarz
- Schwarz announced: Ouvert
- Overbid: Won
- Finish: Finished
- Result: -88

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  A: 21?  
  B: yes.  
  A: 27?
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  A: 21?  
  A: 27?  
  A: 30?  

  B: yes.  
  B: yes.  
  B: pass.
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  B: yes.

  A: 27?
  B: yes.

  A: 30?
  B: pass.

  C: 33?
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  A: 21?
  A: 27?
  A: 30?
  C: 33?
  C: 36?

  B: yes.
  B: yes.
  B: pass.
  A: yes.
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  **B:** yes.

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  **C:** 33?
  
  **A:** yes.

  **C:** 36?
  
  **A:** pass.
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  C: 33?  
  A: yes.

  C: 36?  
  A: pass.

C wins the bid at 36, and is the solo player.
Bidding: base value
BIDDING: BASE VALUE

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12 if the player intends to play ♣️ as their trump suit.
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Base value:

- 12 if the player intends to play \( \clubsuit \) as their trump suit.
- 11 if the player intends to play \( \spadesuit \) as their trump suit.
- 10 if the player intends to play \( \heartsuit \) as their trump suit.
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9 if the player intends to play \( \diamondsuit \) as their trump suit.
BIDDING: MULTIPLIER

Multiplier:
**BIDDING: multiplier**

Multiplier:

\[ 1 + \text{Max of} \begin{cases} \text{Consecutive Jacks in rank order that are absent} \\ \text{Consecutive Jacks in rank order that are present} \end{cases} \]
**Bidding: Multiplier**

Multiplier:

$$1 + \max \left\{ \begin{array}{c}
\text{Consecutive Jacks in rank order that are absent} \\
\text{Consecutive Jacks in rank order that are present}
\end{array} \right\}$$

<table>
<thead>
<tr>
<th>♣J</th>
<th>♠J</th>
<th>♥J</th>
<th>♦J</th>
<th>Multiplier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Y</td>
<td>N</td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Y</td>
<td>Y</td>
<td>N</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>N</td>
<td>4</td>
</tr>
<tr>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>5</td>
</tr>
<tr>
<td>N</td>
<td>Y</td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>N</td>
<td>N</td>
<td>Y</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>N</td>
<td>N</td>
<td>N</td>
<td>Y</td>
<td>4</td>
</tr>
<tr>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>5</td>
</tr>
</tbody>
</table>
EXAMPLE OF MAXIMUM BIDDING VALUES
EXAMPLE OF MAXIMUM BIDDING VALUES
Multiplier: 2
Multiplier: 2  Base Value: 12 if play Clubs
Example of maximum bidding values

Multiplier: 2    Base Value: 12 if play Clubs   → Max Bid: 24
Example of maximum bidding values

Multiplier: 2  Base Value: 12 if play Clubs  → Max Bid: 24
11 if play Spades
Multiplier: 2  
Base Value: 12 if play Clubs  $$\implies$$ Max Bid: 24
11 if play Spades  $$\implies$$ Max Bid: 22
Example of maximum bidding values

Multiplier: 2  Base Value: 12 if play Clubs  → Max Bid: 24
11 if play Spades  → Max Bid: 22

::
Example of maximum bidding values

Multiplier: 2  Base Value: 12 if play Clubs  \(\implies\) Max Bid: 24
11 if play Spades  \(\implies\) Max Bid: 22

\[\vdots\]
Example of maximum bidding values

Multiplier: 2  Base Value: 12 if play Clubs  \[\Rightarrow\] Max Bid: 24
11 if play Spades  \[\Rightarrow\] Max Bid: 22

Multiplier: 3
Example of maximum bidding values

Multiplier: 2     Base Value: 12 if play Clubs  ➞ Max Bid: 24
                  11 if play Spades  ➞ Max Bid: 22

Multiplier: 3     Base Value: 12 if play Clubs
Example of maximum bidding values

Multiplier: 2  Base Value: 12 if play Clubs  $\implies$ Max Bid: 24
11 if play Spades  $\implies$ Max Bid: 22

Multiplier: 3  Base Value: 12 if play Clubs  $\implies$ Max Bid: 36
Example of maximum bidding values

Multiplier: 2  Base Value: 12 if play Clubs  \[\Rightarrow\] Max Bid: 24
11 if play Spades  \[\Rightarrow\] Max Bid: 22

Multiplier: 3  Base Value: 12 if play Clubs  \[\Rightarrow\] Max Bid: 36
11 if play Spades
Example of maximum bidding values

Multiplier: 2  Base Value: 12 if play Clubs  \(\implies\) Max Bid: 24
11 if play Spades  \(\implies\) Max Bid: 22

Multiplier: 3  Base Value: 12 if play Clubs  \(\implies\) Max Bid: 36
11 if play Spades  \(\implies\) Max Bid: 33
Example of maximum bidding values

Multiplier: 2  Base Value: 12 if play Clubs  $\implies$ Max Bid: 24
11 if play Spades  $\implies$ Max Bid: 22

Multiplier: 3  Base Value: 12 if play Clubs  $\implies$ Max Bid: 36
11 if play Spades  $\implies$ Max Bid: 33
Multiplier can be increased by taking some risks:
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+1 if do not look at skat (Hand)
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+1 if do not look at skat (Hand)
+1 if declare getting at least 90 points (schneider)
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+1 if win by getting at least 90 points (schneider)
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+1 if do not look at skat (Hand)
+1 if declare getting at least 90 points (schneider)
+1 if win by getting at least 90 points (schneider)
+1 if declare getting at least 120 points (schwarz)
Bidding: multiplier

Multiplier can be increased by taking some risks:

+1 if do not look at skat (Hand)
+1 if declare getting at least 90 points (schneider)
+1 if win by getting at least 90 points (schneider)
+1 if declare getting at least 120 points (schwarz)
+1 if win by getting at least 120 points (schwarz)
Bidding: multiplier

Multiplier can be increased by taking some risks:

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+1 if win by getting at least 90 points (schneider)
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+1 if win by getting at least 120 points (schwarz)
+1 if show cards to public (Open)
Multiplier can be increased by taking some risks:

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+1 if win by getting at least 90 points (schneider)
+1 if declare getting at least 120 points (schwarz)
+1 if win by getting at least 120 points (schwarz)
+1 if show cards to public (Open)

Note: if you declare schneider or schwarz, must also play Hand.
An example game

Upps8 vs uwealwin + themanwithaplan

starts
AN EXAMPLE GAME

Upps8 vs uwealwin + themanwithaplan

starts

bids up to 33.

Game result
Basic value: 12 (Clubs)
With/Without: With 2
Highest bid: 33
Hand:
Schneider:
Schneider announced:
Schwarz:
Schwarz announced:
Ouvert:
Overbid: Won:
Finish: Finished
Result: 36

Card pips
uwealwin: 0
themanwithaplan: 49
Upps8: 71
Opponents: 49
Single player: 71
AN EXAMPLE GAME

Upps8 vs uwealwin + themanwithaplan

starts

Bidding
Skat taken
Skat laid
Game announcement

Game result
Basic value: 12 (Clubs)
With/Without: With 2
Highest bid: 33
Hand:
Schneider:
Schneider announced:
Schwarz:
Schwarz announced:
Ouvert:
Overbid:
Won: ✓
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Upps8 vs uwealwin + themanwithaplann

stargs
An example game: Upps8 vs uwealwin + themanwithaplan starts

Game result:
- Basic value: 12 (Clubs)
- With/Without: With 2
- Highest bid: 33
- Hand:
- Schneider:
- Schneider announced:
- Schwarz:
- Schwarz announced:
- Ouvert:
- Overbid:
- Won: Yes
- Finish: Finished
- Result: 36

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Upps8 vs uwealwin + themanwithaplan

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- Opponents: 49
- Single player: 71
More game types
More game types

Player who wins bidding, say player A, can choose to play two variants:
MORE GAME TYPES

Player who wins bidding, say player A, can choose to play two variants:

Grand:
More game types

Player who wins bidding, say player A, can choose to play two variants:

Grand:

- No suit is the trump suit. Only four Jacks are trumps.
More game types

Player who wins bidding, say player A, can choose to play two variants:

Grand:

- No suit is the trump suit. Only four Jacks are trumps.
- Base value is 24 if the player intends to play Grand.
MORE GAME TYPES

Player who wins bidding, say player A, can choose to play two variants:

Grand:

• No suit is the trump suit. Only four Jacks are trumps.
• Base value is 24 if the player intends to play Grand.

Null:
MORE GAME TYPES

Player who wins bidding, say player A, can choose to play two variants:

Grand:

- No suit is the trump suit. Only four Jacks are trumps.
- Base value is 24 if the player intends to play Grand.

Null:

- Jacks are not trumps as well.
MORE GAME TYPES

Player who wins bidding, say player A, can choose to play two variants:

Grand:
- No suit is the trump suit. Only four Jacks are trumps.
- Base value is 24 if the player intends to play Grand.

Null:
- Jacks are not trumps as well.
- Four suits, each consisting of: A, K, Q, J, 10, 9, 8, 7
More game types

Player who wins bidding, say player A, can choose to play two variants:

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- No suit is the trump suit. Only four Jacks are trumps.
- Base value is 24 if the player intends to play Grand.

Null:
- Jacks are not trumps as well.
- Four suits, each consisting of: A, K, Q, J, 10, 9, 8, 7
- Goal reversed: solo player A wins iff A does not win a single trick.
More game types

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More game types

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- Base value is 24 if the player intends to play Grand.

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- Four suits, each consisting of: A, K, Q, J, 10, 9, 8, 7
- Goal reversed: solo player A wins iff A does not win a single trick.
- Can bid upto the following values if playing NULL:

  \[
  \text{Null: } 23
  \]
More game types

Player who wins bidding, say player A, can choose to play two variants:

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- Goal reversed: solo player A wins iff A does not win a single trick.
- Can bid up to the following values if playing NULL:

  Null: 23  Null Hand: 35
More game types

Player who wins bidding, say player A, can choose to play two variants:

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- Base value is 24 if the player intends to play Grand.

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- Jacks are not trumps as well.
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- Can bid up to the following values if playing NULL:

<table>
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<th>Null:</th>
<th>23</th>
<th>Null Hand:</th>
<th>35</th>
</tr>
</thead>
<tbody>
<tr>
<td>Null Open:</td>
<td>46</td>
<td>Null Open:</td>
<td>46</td>
</tr>
</tbody>
</table>
More game types

Player who wins bidding, say player A, can choose to play two variants:

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<th>Null Hand:</th>
<th>35</th>
</tr>
</thead>
<tbody>
<tr>
<td>Null Open:</td>
<td>46</td>
<td>Null Open Hand:</td>
<td>59</td>
</tr>
</tbody>
</table>
EXAMPLE OF GRAND PLAY

bruce2222de vs KaiCityKiel + themanwithaplan

starts
EXAMPLE OF GRAND PLAY

bruce2222de vs KaiCityKiel + themanwithaplan

start
Example of Grand Play

bruce2222de vs KaiCityKiel + themanwithaplan

Game result:
- Basic value: 24 (Grand)
- With/Without: Without 1
- Highest bid: 20
- Hand: Schneider
- Schneider announced: Schwarz
- Schwarz announced: Ouvert
- Overbid: Won: yes
- Finish: Finished
- Result: 48

Card pips:
- KaiCityKiel: 16
- themanwithaplan: 22
- bruce2222de: 82
- Opponents: 38
- Single player: 82
EXAMPLE OF GRAND PLAY

bruce2222de vs KaiCityKiel + themanwithaplan

starts

Card pips
KaiCityKiel: 16
themanwithaplan: 22
bruce2222de: 82
Opponents: 38
Single player: 82

Game result
Basic value: 24 (Grand)
With/Without: Without 1
Highest bid: 20
Hand:
Schneider: 0
Schneider announced: 0
Schwarz: 0
Schwarz announced: 0
Ouvert: 0
Overbid: 0
Won: √
Finish: Finished
Result: 48

Bidding
Skat taken
Skat laid
Game announcement
Example of Grand play

bruce2222de vs KaiCityKiel + themanwithplans

starts
Example of Grand Play

bruce2222de vs KaiCityKiel + themanwithaplan

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bruce2222de vs KaiCityKiel + themanwithaplan starts

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Example of Grand play

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EXAMPLE OF GRAND PLAY

bruce2222de vs KaiCityKiel + themanwithaplana

starts

Game result
Basic value: 24 (Grand)
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Highest bid: 20
Hand:
Schneider:
Schneider announced:
Schwarz:
Schwarz announced:
Ouvert:
Overbid:
Won: ✓
Finish: Finished
Result: 48

Card pips
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Opponents: 38
Single player: 82

gave up
EXAMPLE OF GRAND PLAY

briuce2222de vs KaiCityKiel + themanwithaplan

starts

Game result
Basic value: 24 (Grand)
With/Without: Without 1
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Hand:
Schneider: 
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Ouvert: 
Overbid: 
Won: 
Finish: Finished
Result: 48

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Example of Grand Play

bruce2222de vs KaiCityKiel + themanwithaplan

Game result:
- Basic value: 24 (Grand)
- With/Without: Without 1
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Example of Null play

Upps8 vs bjom + themanwithaplan

starts
Example of Null play

Upps8 vs bjom + themanwithaplan

starts
Example of Null play

Upps8 vs bjom + themanwithaplan

Starts

Game result
Basic value: 23 (Null)
Highest bid: 18
Hand:
Ouvert:
Overbid:
Won:
Finish: Upps8 gave up
Result: -46
EXAMPLE OF NULL PLAY

Upps8 vs bjom + themanwithaplan

starts

[Card game interface with cards and game information]
Example of Null play

Upps8 vs bjom + themanwithaplan

starts

Game result:
Basic value: 23 (Null)
Highest bid: 18
Hand: 
Ouvert: 
Overbid: 
Won: 
Finish: Upps8 gave up 
Result: -46
Example of Null play

Upps8 vs bjom + themanwithaplan

starts

Game result
Basic value: 23 (Null)
Highest bid: 18
Hand:
Ouvert:
Overbid:
Won:
Finish: Upps8 gave up
Result: -46
Example of Null play

Upps8 vs bjom + themanwithaplan

Bidding
Skat taken
Skat laid
Game announcement

Game result
Basic value: 23 (Null)
Highest bid: 18
Hand:
Ouvert:
Overbid:
Won:
Finish: Upps8 gave up
Result: -46
Example of Null play

Upps8 vs bjom + themanwithaplan

starts

gave up

Upps8 LOST!
Live demonstration
SOME TIPS
Some tips

- In a normal game, there are 11 trumps. Track them.
Some tips

- In a normal game, there are 11 trumps. Track them.

- The heavy point cards are A and 10. Track them.
**Some tips**

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SOME TIPS

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- Order in which you have to start play is crucial.
Some tips

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- If you have a lot of point cards, hide some in skat and make a run for just getting 61 points.
Some tips

- In a normal game, there are 11 trumps. Track them.

- The heavy point cards are A and 10. Track them.

- In a NULL game, a 7, 9, J guarantee safety for that suit.

- Order in which you have to start play is crucial.

- If you have a lot of point cards, hide some in skat and make a run for just getting 61 points.

- Never have a single 10 of a non-trump suit. Gets caught by A.