

Beutelschneider (Cutpurse)

A game for 4 or 3 by Mark Sienholz.

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Bits

The green and yellow suits each comprise, in ascending order:

1, 2, 3, 4, B, S, W, 10, K. (The letter cards are beggar, barmaid, landlord, and merchant.)

The red suit has the same cards in the same order, with the important difference that the highest card is not the K (Kaufman, or merchant), but the Beutelschneider, the only card without an identifier in each corner.

The blue suit is always the trump suit, and comprises, in ascending order: G, M, A and C, F (guard, assassin, adventurer, countess, and sovereign).

Hence there are 32 cards. With 4 players, deal 8 to each. With 3, take top two cards from the deck before dealing, and place them aside, face down.

Card Play

The "normal" rules apply: you must follow suit if you can, trumps beat non-trumps, higher cards beat lower cards (but see the special power of M, described below).

Scoring

Each numbered card you capture (by winning the trick including it) scores its number for you. If you capture the Beutelschneider, you lose 20 (and so may go negative).

The following bonuses also apply.

- G, if played after the Beutelschneider in the same trick, cancels the -20, even if the G doesn't win the trick. If in addition, he does win the trick, he scores a bonus of 10. If the G wins the last trick, he scores a bonus of 10. (Hence he may score bonuses totalling 20.)
- M, if played after the F in the same trick, kills the F. If he wins the trick in which he kills the F, he scores a bonus of 10.
- A and C. If both cards are played in the same trick, the one played second seduces, and hence outranks, the other. If this character wins the trick, he or she scores a bonus of 10.

The first player to a pre-specified number of points (e.g., 100, 200) wins the game.