

# Doppelkopf

4 players

48 cards

Difficulty: Hard

Duration: Medium

As the Re team (Queens of Clubs holders), score at least 121 of 240 points.

## SETUP

- Use a 48-card doubled deck (9 through Ace, two copies each).
- Deal 12 cards each to 4 players.
- The two players holding Queens of Clubs form the secret Re team.

## SCORING

- Hearts 10s (Dullen) are the two highest trumps.
- Queens and Jacks are permanent trumps; Diamonds are the trump suit.
- Further announcements like 'no 90' or 'no 60' increase the stakes.

*Tip: Identify your partner (fellow Queen of Clubs holder) quickly through card signals.*

## ON YOUR TURN

- Follow suit; trumps form one large suit (26 of 48 cards).
- First of two identical cards played in the same trick wins.
- Announce 'Re' or 'Contra' to declare confidence and raise stakes.

*Doppelkopf is a German trick-taking game for four players using a 48-card deck (two copies of each card from 9 to Ace). Like Schafkopf, all Queens and Jacks are permanent trumps, but the doubled cards create unique situations where identical cards can appear in the same trick.*

## Objective

The Re team (holders of the Queens of Clubs) must score at least 121 of the 240 available points. The Contra team tries to prevent this.

## Setup

1. **Players:** 4 players.
2. **Deck:** 48 cards — two copies each of 9, 10, J, Q, K, A in each suit.
3. **Deal:** 12 cards each.
4. **Teams:** The two players holding the Queens of Clubs form the Re team. Their identities may be hidden initially.

## Trump Hierarchy

1. **Hearts 10 (Dullen):** Two Hearts 10s are the highest trumps.
2. **Queens:** All 8 Queens in order: Clubs > Spades > Hearts > Diamonds.
3. **Jacks:** All 8 Jacks in same suit order.
4. **Diamonds:** The remaining Diamond suit cards from Ace down to 9.
5. **Total Trumps:** 26 of 48 cards are trump.

## Gameplay

1. **Trick Play:** Follow suit if possible. Trumps form one large suit. Highest trump or highest led-suit card wins.
2. **Duplicate Cards:** When identical cards appear in the same trick, the first one played outranks the second.
3. **Announcements:** Players may announce 'Re' or 'Contra' to declare confidence and increase stakes. Further announcements like 'no 90' or 'no 60' raise the bar even higher.
4. **Solo:** A player with a strong hand may declare a solo, playing alone against the other three.

## Tips and Strategies

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- Identify your partner (fellow Queen of Clubs holder) as quickly as possible through card signals.
- With 26 trumps in the deck, trump management is the most critical skill.
- The two Hearts 10s (Dullen) are immensely powerful — play them at the right moment.

## Tips & Strategy

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With more than half the deck being trump, leading trumps early to drain opponents is even more important than in other trick games.

Partnership discovery is paramount. Subtly revealing your Queen of Clubs early (or hiding it if strategically advantageous) can make or break a hand.