

Jokeren

2-6 players

108 cards

Difficulty: Easy

Duration: Medium

Be the first to meld all your cards into sets and runs, then discard your final card.

SETUP

- Use two 52-card decks plus 4 Jokers (108 cards) for 2-6 players.
- Deal 13 cards each; place remaining as stock pile.
- Turn one card up to start the discard pile.

SCORING

- Winner scores 0. Number cards: face value penalty.
- Face cards: 10 points. Aces: 15 points.
- Jokers left in hand: 25 penalty points each.

Tip: Save Jokers for game-ending melds rather than wasting them on early plays.

ON YOUR TURN

- Draw one card from the stock or discard pile.
- Lay down sets (3-4 same rank) or runs (3+ consecutive same suit).
- Jokers substitute for any card; reclaim them by replacing with natural cards.
- End your turn by discarding one card.

Jokeren is a Dutch rummy-style card game that prominently features Jokers as powerful wild cards. Players draw and discard to form melds of sets and runs, with Jokers substituting for any needed card, adding flexible strategy to the classic rummy formula.

Objective

Be the first to arrange all your cards into valid sets (same rank) and runs (consecutive same suit), then go out by discarding your final card.

Setup

1. **Players:** 2 to 6 players.
2. **Deck:** Two standard 52-card decks combined with 4 Jokers (108 cards total).
3. **Deal:** Deal 13 cards to each player. Place the remaining cards face-down as a stock pile and turn one card up to start the discard pile.

Gameplay

1. **Drawing:** On your turn, draw one card from either the stock pile or the discard pile.
2. **Melding:** Lay down completed sets (3 or 4 cards of the same rank) or runs (3+ consecutive cards in a suit) face-up on the table.
3. **Joker usage:** A Joker can replace any single card in a set or run. When a natural card replaces a Joker in an existing meld, the Joker is picked up and reused.
4. **Extending melds:** Add cards from your hand to any melds on the table, whether yours or an opponent's.
5. **Discarding:** End your turn by discarding one card face-up onto the discard pile.

Scoring

- **Winner:** Scores 0 for going out.
- **Number cards:** Face value in penalty points.
- **Face cards (K, Q, J):** 10 points each.
- **Aces:** 15 points each.
- **Jokers stuck in hand:** 25 penalty points each.

Variations

- **Contract Jokeren:** Each round requires specific meld combinations before a player can go out.
- **Turbo Jokeren:** Players may draw up to three cards per turn from the stock for a faster pace.

Tips and Strategies

- Use Jokers strategically — they are most valuable completing a meld that lets you go out, not just filling gaps in preliminary melds.
- Reclaim Jokers from the table by replacing them with natural cards whenever possible.
- Watch what opponents discard to avoid feeding them useful cards.

Tips & Strategy

Never waste a Joker on an early meld when you could save it for a game-ending play. Reclaiming Jokers from the table by replacing them with natural cards is a key advanced technique.

The ability to reclaim Jokers from the table creates a rich secondary strategy. Build melds with Jokers early, then replace them with natural cards as they become available, effectively giving you free wild cards to use elsewhere.