

Klabberjass

2 players

52 cards

Difficulty: Medium

Duration: Short

Score more points than your opponent through tricks and declarations.

SETUP

- 2 players, 32 cards.
- Deal 6 each, turn up a trump candidate.
- Bid for trumps, then deal 3 more each.

SCORING

- Jass (trump J) = 20, Menel (trump 9) = 14.
- Last trick = 10 bonus. Trump chooser must outscore opponent.

Tip: Only choose trumps with strong trump cards, especially the Jass or Menel.

ON YOUR TURN

- Must follow suit and beat the current winner if possible.
- Declare sequences before trick play for bonuses.
- Highest trump or led-suit card wins.

Klabberjass (also Clob or Klob) is a classic two-player trick-taking game using 32 cards where the Jack and 9 of trumps are the two most powerful cards. Players bid, exchange cards, and declare melds before trick play.

Objective

Score more points than your opponent through trick-taking, card values, and bonus declarations.

Setup

1. **Players:** 2 players.
2. **Deck:** 32 cards (7 through Ace of each suit).
3. **Deal:** Deal 6 cards to each player in batches of 3. Turn up the next card to propose a trump suit.

Gameplay

1. **Step 1:** Non-dealer may accept the turned-up suit as trump, pass, or 'schmeiss' (propose a redeal). If both pass, a second round allows naming any other suit.
2. **Step 2:** Deal 3 more cards to each player (9 total). Players may declare sequences of 3+ consecutive same-suit cards for bonus points.
3. **Step 3:** Non-dealer leads the first trick. Players must follow suit and must beat the current winning card if possible.
4. **Step 4:** Trump Jack (Jass) = 20 points, Trump 9 (Menel) = 14. Other trumps and non-trump cards have standard Belote values.

Scoring

- Card points: Jass (trump J) = 20, Menel (trump 9) = 14, Ace = 11, 10 = 10, K = 4, Q = 3, J = 2 (non-trump).
- Last trick bonus = 10 points. The player who chose trumps must outscore the opponent or the opponent gets all points.

Variations

- **Belote Variant:** Declare King-Queen of trumps for 20 bonus points.
- **Jo-Jotte:** A variant with more elaborate declaration rules.

Tips and Strategies

- Accept trump only with strong trump holdings, especially the Jass or Menel.
- Declarations can swing the score significantly, so count your sequences carefully.
- If you chose trumps, play aggressively to avoid losing all points.

Tips & Strategy

The Jass and Menel are worth 34 points combined. Only accept trump when you hold at least one of them plus supporting trumps.

Choosing trumps is a commitment. If you cannot outscore your opponent, they get all the points, so evaluate your hand carefully before accepting.