

# Letzter Stich

3-6 players

32 cards

Difficulty: Easy

Duration: Short

Win the last trick of each round — it is the only trick that scores.

## SETUP

- 3-6 players with a 32-card deck (Sevens through Aces).
- Deal all cards evenly to all players.
- Last dealt card determines the trump suit.

## SCORING

- Only the last trick winner scores 1 point (or a set value).
- First player to reach the agreed target (e.g. 10 points) wins.
- Some groups award extra points for winning the last trick with a low card.

*Tip: Win the second-to-last trick so you can lead into the final trick with your strongest card.*

## ON YOUR TURN

- Play standard tricks following suit; may play any card if unable.
- Early tricks have no scoring value but determine the lead.
- Shed weak cards early and save your strongest for the final trick.

*Letzter Stich (Last Trick) is a German trick-taking game where only the final trick of each round matters — all previous tricks are just positioning for the climactic last play.*

## Objective

Win the last trick of each round, as it is the only trick that scores points. All earlier tricks serve only to set up the endgame.

## Setup

1. **Players:** 3 to 6 players.
2. **Deck:** 32-card deck (Sevens through Aces).
3. **Deal:** All cards are dealt evenly to all players. A trump suit is determined by the last dealt card.

## Gameplay

1. **Trick play:** Standard trick-taking rules. Players must follow suit; if unable, they may play any card including trumps.
2. **Early tricks:** Tricks before the last one have no scoring value but determine the lead for subsequent tricks.
3. **Strategic dumping:** Players often shed their weak cards early and try to retain their strongest card for the final trick.
4. **Last trick:** The winner of the final trick scores points for that round.

## Scoring

- **Last trick winner:** Scores 1 point (or a predetermined value) for winning the final trick.
- **Match target:** The first player to reach an agreed number of points (such as 10) wins the match.
- **Bonus:** Some groups award extra points if the last trick is won with a low card, rewarding skillful play.

## Variations

- **Trumped Last Trick:** Extra points are awarded if the last trick is won with a trump card.
- **No-trump rounds:** Some groups alternate between trump and no-trump rounds for variety.

## Tips and Strategies

- Save your highest trump for the final trick — it is virtually guaranteed to win if played last.
- Use early tricks to void suits so you can trump in later if needed.

## Tips & Strategy

Hoard your best card for the last trick. Use early rounds to eliminate suits and position yourself for the final play.

Win the second-to-last trick intentionally so you can lead into the final trick with your strongest card on your own terms.