

Metselen

2-4 players

52 cards

Difficulty: Medium

Duration: Medium

Score the most points by building complete walls of cards in layered patterns.

SETUP

- Use a standard 52-card deck for 2-4 players.
- Deal 10 cards each; remaining cards form a draw pile.

SCORING

- Complete wall (3 rows): 10 points plus face value of all cards.
- Tall wall (4+ rows): extra 5 points per row above three.
- Unfinished walls score zero.

Tip: Plan your wall before building; starting one you cannot finish wastes cards and turns.

ON YOUR TURN

- Draw one card from the draw pile or discard pile.
- Play cards to build walls with rows summing to a target value.
- A wall with 3+ rows is complete and scores points.
- End your turn by discarding one card.

Metselen, meaning 'bricklaying' in Dutch, is a card game where players build structures by layering cards in specific patterns. The name comes from the visual resemblance of the card arrangements to brickwork, making it a unique blend of card play and spatial construction.

Objective

Score the most points by building complete 'walls' of cards in structured patterns. Each completed wall earns points based on its size and the value of cards used.

Setup

1. **Players:** 2 to 4 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal 10 cards to each player. Place the remaining cards face-down as a draw pile.

Gameplay

1. **Drawing:** On your turn, draw one card from the draw pile or the top of the discard pile.
2. **Building:** Play cards from your hand face-up in front of you to form walls. A wall consists of rows where each row must have cards totaling a specific value.
3. **Row rules:** The bottom row of a wall requires two cards whose values sum to a target (such as 15). Each subsequent row stacks on top with its own sum requirement.
4. **Completing walls:** A wall with three or more rows is complete and scores points. The cards are set aside and count toward your final total.
5. **Discarding:** End your turn by discarding one card onto the discard pile.

Scoring

- **Complete wall (3 rows):** 10 points plus the face value of all cards in the wall.
- **Tall wall (4+ rows):** Additional 5 points per row above three.
- **Unfinished walls:** Score zero — incomplete constructions earn nothing.

Variations

- **Speed Metselen:** Players build simultaneously without taking turns, racing to complete walls first.
- **Team Metselen:** Partners combine their walls for a shared score.

Tips and Strategies

- Plan your walls before you start building — beginning a wall you cannot finish wastes cards and turns.
- Aim for walls using high-value cards to maximize the point bonus from card face values.
- Watch what opponents are collecting to avoid competing for the same cards.

Tips & Strategy

Commit to walls you can realistically complete. Starting multiple walls simultaneously spreads your cards too thin and increases the risk of incomplete constructions scoring nothing.

The tension between building tall walls for bonus points and finishing smaller walls for guaranteed scores is the central strategic decision. Read the game state to determine which approach is optimal.