

# Mighty

5 players

52 cards

Difficulty: Medium

Duration: Medium

**Declarer's team: capture enough point cards to meet the bid.**

## SETUP

- 5 players, 53 cards (with Joker).
- Deal 10 each, 3 to kitty.
- Bid, then declarer names trump and calls a partner card.

## SCORING

- Point cards: A, K, Q, J = 1 point each.
- Declarer's team must meet their bid.

*Tip: The Mighty is unbeatable. Plan your entire hand around it.*

## ON YOUR TURN

- Follow suit if possible.
- Mighty wins any trick. Joker wins unless Mighty is played.
- Winner leads next.

Mighty is the most popular card game in South Korea, a trick-taking game for 5 players where the declarer secretly selects a partner by calling a specific card. The Mighty card (Ace of Spades) and Joker have special powers.

## Objective

The declarer and their secret partner aim to capture at least the number of point cards they bid. The three defenders try to prevent this.

## Setup

1. **Players:** 5 players.
2. **Deck:** 53 cards (standard 52 plus 1 Joker).
3. **Deal:** Deal 10 cards to each player. The remaining 3 cards form a kitty.

## Gameplay

1. **Step 1:** Players bid 13-20 points. The highest bidder becomes the declarer, picks up the kitty, discards 3 cards, and names a trump suit.
2. **Step 2:** The declarer calls a specific card (e.g., Ace of Hearts). The holder of that card is the secret partner.
3. **Step 3:** The declarer leads the first trick. Players must follow suit if possible.
4. **Step 4:** The Mighty (Ace of Spades, or Ace of Clubs if Spades is trump) always wins any trick. The Joker can be played anytime and wins unless the Mighty is played.

## Scoring

- Point cards are Aces (1 pt each), Kings, Queens, and Jacks (all 1 pt each). Joker and 10s have no points.
- The declarer's team must capture their bid amount in point cards. If they succeed, they score; if they fail, they lose.

## Variations

- **No Friend:** The declarer plays alone against four defenders for higher stakes.
- **Mighty Reversal:** The Mighty card changes to a different Ace based on house rules.

## Tips and Strategies

- Call a card you need for your strategy, creating a powerful alliance.
- The Mighty cannot be beaten, so plan around it carefully.
- As the secret partner, play subtly to avoid early detection.

## Tips & Strategy

The Mighty card wins any trick, so build your strategy around it. As declarer, call a card that complements your hand to create the strongest partnership.

The secret partnership creates a social deduction layer. Defenders must read plays carefully to identify and isolate the declarer's partner.