

Nap

2-7 players

52 cards

Difficulty: Easy

Duration: Short

Win at least the number of tricks you bid.

SETUP

- 2-7 players, deal 5 cards each.
- Bid 1-5 tricks or pass.
- Highest bidder plays alone.

SCORING

- Make bid: opponents pay bid amount.
- Fail: pay each opponent bid amount.

Tip: Lead your strongest trumps first to strip defenders of their power.

ON YOUR TURN

- Bidder leads, setting trump with first card.
- Follow suit if possible.
- Highest trump or led-suit card wins.

Nap (Napoleon) is a classic British card game where players bid to win tricks, with the highest bidder playing alone against the rest. Simple, fast, and great for casual play.

Objective

As the bidder, win at least the number of tricks you bid. As a defender, prevent the bidder from succeeding.

Setup

1. **Players:** 2-7 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal 5 cards to each player.

Gameplay

1. **Step 1:** Starting left of the dealer, each player bids 1-5 tricks or passes. The highest bid wins.
2. **Step 2:** The bidder leads the first trick. The suit of the first card led becomes the trump suit.
3. **Step 3:** Players must follow suit if possible. The highest trump or highest card of the led suit wins.
4. **Step 4:** Play continues for 5 tricks. The bidder plays alone against all others.

Scoring

- If the bidder makes their bid, each opponent pays the bid amount.
- If the bidder fails, they pay each opponent the bid amount.
- A bid of 5 (Napoleon) pays double.

Variations

- **Wellington:** A bid of 5 that can only be made over another 5-bid, paying quadruple.
- **Blucher:** An even higher bid over Wellington, paying sextuple.

Tips and Strategies

- Bid conservatively, a bid of 2-3 is often safe with moderate trump holdings.
- As the bidder, lead your strongest trumps first to pull out defenders' trumps.
- Defenders should coordinate to give each other tricks when possible.

Tips & Strategy

Bid based on your trump strength. Leading trumps first strips defenders of their power and lets your side cards win later tricks.

With only 5 tricks, every card matters. A strong 3-card trump holding with two side-suit winners usually justifies a bid of 3.