

Durak

2-6 jogadores

36 cartas

Dificuldade: Médio

Duração: Média

Descartar todas as cartas. Não ser o último com cartas na mão.

PREPARAÇÃO

- 36 cartas (6 a As). Distribua 6 para cada jogador.
- Vire a última carta para o trunfo.

PONTUAÇÃO

- Último com cartas = Durak (perdedor).

Dica: Guarde trunfos para defender ataques difíceis. Atacar com cartas de valor médio força o defensor a gastar trunfos.

NA SUA VEZ

- Atacante joga carta(s); defensor cobre com carta mais alta ou trunfo.
- Se cobrir tudo, descarte as cartas e troque de posição.
- Se não cobrir, pegue as cartas e perca o turno de atacar.

Durak é jogado com baralho de 36 cartas (6 a As). Um naipe trunfo é determinado aleatoriamente. Os jogadores atacam e defendem; quem não conseguir defender pega as cartas. O último com cartas na mão é o Durak.

Jogadores

2 a 6 jogadores

Baralho

36 cartas (6 a As de cada naipe)

1. Determine the dealer. Players draw cards, and the player with the lowest card becomes the dealer.
2. The dealer shuffles the deck and offers it to the player on their right to cut.
3. The dealer deals six cards to each player, one at a time, starting from the player to their left. The remaining cards form the draw pile.
4. Determine the trump suit by turning the top card of the remaining stock face up and placing it under the stock pile. This card's suit is trump.

Objetivo

Descartar todas as suas cartas antes dos outros. O último a ficar com cartas é o Durak (perdedor).

1. The player with the lowest trump card becomes the first attacker, and the player to their left becomes the first defender.
2. Attacks are initiated by playing a card face up on the table and declaring its value. The defending player must then beat the card played.
3. To defend against an attack, the defending player must play a higher-ranking card of the same suit or any trump card if the attack card is a non-trump suited card.
4. If the defender successfully beats all attacks, they become the new attacker.
5. Attacks continue clockwise, with players having the option to attack or pass.
6. The maximum number of attacking cards in a single attack is six. If the defender begins with less than six cards, the maximum is equal to the number of cards the defender has at the start of the attack.
7. If a defender cannot or chooses not to defend an attack, they must pick up all the cards on the table and add them to their hand. They then lose their turn to attack.
8. Before the next attack begins, any player with fewer than six cards draws from the remaining deck to return their hand to six cards. Once the deck runs out, no card draw occurs after an attack.
9. If a defender chooses not to defend an attack, other players can add possible attacking cards before the defender takes the cards from the middle.
10. The game continues until one player sheds all their cards, at which point they are the winner, and the last player holding cards becomes the "durak" or loser.

Preparação

The game continues until only one player has cards remaining. That player is the "durak" (fool) and loses. There is no winner — everyone else simply avoids being the durak. The winner shuffles the cards and deals the next hand.

1. Distribua 6 cartas para cada jogador.
2. Vire a última carta para determinar o naipe trunfo; coloque-a visível embaixo do monte.
3. O jogador com o menor trunfo começa como atacante.

Jogabilidade

Durak has numerous regional variants, including rules for two-player and six-player games, as well as variations in trump selection, attacking, and defending strategies.

1. O atacante joga uma ou mais cartas do mesmo valor; o defensor deve cobrir cada carta com uma carta mais alta do mesmo naipe ou com trunfo.
2. Se o defensor cobrir todas as cartas, elas são descartadas e o defensor torna-se o novo atacante.
3. Se o defensor não puder ou não quiser cobrir, pega todas as cartas atacadas.
4. Após cada rodada, os jogadores compram cartas até ter 6 (se ainda houver no monte).

Dicas e estratégia

Ataque com valores que você suspeita que o defensor não tem. Guarde trunfos para quando for defensor.

Em Podkidnoy, atacar em grupo é uma estratégia poderosa. Coordene com outros jogadores para forçar o defensor a pegar muitas cartas.