

Rikken

4 players

32 cards

Difficulty: Medium

Duration: Medium

Win the bidding and fulfill your contract by taking the required number of tricks.

SETUP

- Use a 32-card deck (7 through Ace) for 4 players.
- Deal 8 cards to each player.

SCORING

- Rik: moderate reward/penalty.
- Solo: double Rik points.
- Misere: high reward but severe penalty per trick taken.
- Misere Ouverte: highest possible score, hand played face-up.

Tip: Only bid Solo with very strong trump holdings and at least one long side suit for support.

ON YOUR TURN

- Bid Rik (5+ tricks), Ricke (6+), Misere (0 tricks), Solo, or Misere Ouverte.
- Winning bidder chooses trump (no trump in misere).
- Follow suit if possible; overtrump when trumping.
- In Rik/Ricke, your partner holds a designated card.

Rikken is a popular Dutch trick-taking game with a structured bidding system offering multiple contract types. Players bid for the right to declare trump and choose from contracts ranging from standard trick-taking to solo play and misere.

Objective

Win the bidding and fulfill your chosen contract by taking the required number of tricks. Defenders work together to prevent the declarer from succeeding.

Setup

1. **Players:** 4 players.
2. **Deck:** 32-card deck (7 through Ace in each suit).
3. **Deal:** Deal 8 cards to each player.

Gameplay

1. **Bidding:** Players bid in order: Rik (basic game, need 5+ tricks), Ricke (need 6+ tricks), Misere (must take zero tricks), Solo (play alone, need 5+ tricks), or Misere Ouverte (misere with hand exposed).
2. **Trump selection:** The winning bidder chooses the trump suit (except in misere, which is played without trump).
3. **Trick play:** Standard trick-taking rules. Follow suit if possible, overtrump if possible when trumping.
4. **Partnership:** In Rik and Ricke, the bidder's partner is the player holding a designated card. In Solo, the bidder plays alone against three.

Scoring

- **Rik:** Moderate points for success, moderate penalty for failure.
- **Ricke:** Higher rewards and penalties than Rik.
- **Solo:** Double the base points of Rik.
- **Misere:** High reward for success, high penalty for any trick taken.
- **Misere Ouverte:** Highest possible score, as the bidder plays with their hand face-up.

Variations

- **Rikken met Troef:** The turned-up card determines trump rather than the bidder choosing.
- **Pieken:** An additional contract type where the declarer must win all 8 tricks.

Tips and Strategies

- Only bid Solo when you have very strong trump holdings and at least one long side suit.
- In misere, ensure you have no suits where you hold only high cards, as opponents will lead those suits to trap you.
- As a defender, pay close attention to which cards have been played to coordinate with your fellow defenders.

Tips & Strategy

Hand evaluation is the core skill in Rikken. Learn to distinguish between hands suited for Rik, those worth pushing to Solo, and those where passing is the wisest choice.

In misere bids, your hand must have escape routes in every suit. A single suit with only high cards and no low cards is enough to doom an otherwise perfect misere hand.