

Sixty-Six

2 players

24 cards

Difficulty: Medium

Duration: Short

Be the first to reach 66 points through trick values and marriage declarations.

SETUP

- Use a 24-card deck (9, 10, J, Q, K, A in each suit).
- Deal 6 cards to each of the 2 players.
- Turn the 13th card face-up to set trump; remaining cards form the stock.

SCORING

- Aces: 11, Tens: 10, Kings: 4, Queens: 3, Jacks: 2.
- Claim 66 to end the hand; winning earns 1-3 game points.
- First to 7 game points wins the match.

Tip: Close the stock when you are confident of reaching 66 with your current cards.

ON YOUR TURN

- Lead a card; suit-following is not required while stock is open.
- After each trick, both players draw from the stock.
- Declare a king-queen marriage after winning a trick for 20 (or 40 in trumps) points.
- Close the stock at any time to force strict suit-following.

Sixty-Six is a fast-paced two-player trick-taking and melding card game from Germany. With a compact 24-card deck and a target of 66 points per hand, it demands sharp card memory and tactical timing in declaring marriages and closing the stock.

Objective

Be the first player to claim that you have reached 66 points through a combination of trick values and marriage declarations. Winning multiple hands earns game points, and the first to seven game points wins overall.

Setup

1. **Players:** 2 players.
2. **Deck:** A 24-card deck consisting of 9, 10, Jack, Queen, King, and Ace in each suit.
3. **Deal:** Each player receives 6 cards. The 13th card is placed face-up to determine the trump suit, and the remaining cards form the stock pile on top of it.

Gameplay

1. **Lead a card:** The non-dealer leads the first trick. While the stock is open, players need not follow suit.
2. **Win tricks:** The higher card of the led suit wins unless trumped. Trick winners lead next.
3. **Draw cards:** After each trick, both players draw from the stock, winner first, to maintain six-card hands.
4. **Declare marriages:** A player who wins a trick may declare a king-queen pair of the same suit for 20 points (40 in trumps).
5. **Close the stock:** Either player may close the stock at any point, after which strict following rules apply and no more cards are drawn.
6. **Claim 66:** When you believe your accumulated points total 66 or more, declare it to end the hand.

Scoring

- **Aces:** 11 points each.
- **Tens:** 10 points each.
- **Kings:** 4 points each.
- **Queens:** 3 points each.
- **Jacks:** 2 points each.
- **Game points:** Winning a hand earns 1 to 3 game points depending on how few points the opponent accumulated.

Variations

- **Schnapsen:** The Austrian variant with 20 cards (removing the nines) and slightly stricter rules.
- **Bummerl:** A colloquial name for the overall match in the Austrian tradition, played to seven game points.

Tips and Strategies

- Closing the stock at the right moment is the most important tactical decision in the game.
- Track all 24 cards mentally to know when your remaining cards are guaranteed winners.
- Save your trump marriage declaration for when it will push you over 66.

Tips & Strategy

The decision to close the stock is the crux of the game. Close when you are confident of reaching 66 with the cards you hold, and beware of being caught short.

Knowing the exact point total you have accumulated at all times is crucial. Miscounting can lead to a failed claim, which awards your opponent bonus game points.