

# Wiezen

4 players

52 cards

Difficulty: Hard

Duration: Long

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

## SETUP

- Use a standard 52-card deck for 4 players.
- Deal 13 cards to each player.
- Partnerships vary depending on the contract type.

## SCORING

- Basic game: points based on overtricks beyond the minimum.
- Solo: higher rewards for playing alone against three.
- Misere: highest reward if successful, severe penalty if failed.

*Tip: Count your certain, probable, and possible tricks separately before committing to a bid level.*

## ON YOUR TURN

- Bid in ascending difficulty: basic, solo, or misere.
- Follow suit if possible; highest trump or led suit wins.
- In misere, there is no trump and you must lose every trick.
- Partner is revealed by who holds the Ace of trump.

Wiezen is a classic Belgian trick-taking game for four players, closely related to Whist. It features an elaborate bidding system with multiple contract types, ranging from simple trump games to challenging solo and misere bids.

## Objective

Win the bidding auction and fulfill your contract by taking the required number of tricks, or as a defender, prevent the declarer from succeeding.

## Setup

1. **Players:** 4 players in variable partnerships depending on the contract.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal 13 cards to each player.

## Gameplay

1. **Bidding:** Players bid in ascending order of contract difficulty. Basic bids involve choosing trump and aiming for a majority of tricks with a partner. Higher bids include solo (playing alone) and misere (aiming to lose all tricks).
2. **Partnerships:** In standard contracts, the bidder's partner is determined by who holds a specific card (often the Ace of trump). Solo contracts pit one player against three.
3. **Trick play:** Standard trick-taking rules apply. Follow suit if possible; highest trump or highest card of the led suit wins.
4. **Misere play:** In misere contracts, there is no trump, and the bidder must lose every single trick.

## Scoring

- **Basic game:** Points are awarded based on the number of overtricks beyond the minimum required.
- **Solo:** Higher point rewards for successfully completing a solo contract.
- **Misere:** The highest-scoring contract if successful, but equally punishing if failed.

## Variations

- **Kleur Wiezen:** Trump must be the suit of a card turned up from the stock, removing bidder choice.
- **Troel:** A special contract where a player holding three or more Aces can call a unique game type.

## Tips and Strategies

- Count your likely tricks carefully before bidding. Overbidding in Wiezen leads to severe penalties.
- In a misere contract, low cards are gold. Shed your high cards strategically to avoid winning tricks.
- As a defender against a solo bid, cooperate closely with your fellow defenders through signaling plays.

## Tips & Strategy

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Accurate hand evaluation is everything in Wiezen. Count your certain tricks, probable tricks, and possible tricks separately before committing to a bid level.

The hidden partnership mechanic in basic contracts means you may not know who your partner is until play reveals it. Watch carefully for the Ace of trump to identify your ally.