



Wimmüln

for 3-6 players aged 8 and up

Overview

This is a simple trick-taking game where each player plays alone. Before each hand, each player must declare how many tricks he expects to take during the hand.

Preparation

With three players remove any two colors from the deck. Choose a dealer who shuffles the cards and deals them all face down one at a time to the players.

Trump The dealer now turns over the last two cards he dealt to himself. The color of the card of the two with the smallest number is the trump color for the hand (there is no number trump in this game). If both cards have the same **number or color**, there is no trump for the hand.

The hands The players now pick up their face down cards.

First lead If there is a trump, the dealer adds the card with the smaller number to his hand. The other card remains as the first card led to the first trick by the dealer. If there is no trump, the dealer adds one of the two cards to his hand. He is free to choose which one.

Playing the game

Declare Before any more cards are played, each player places two cards from his hand **face down** in a cross before himself. These are two estimates (or one) from each player of how many tricks each expects to take in the hand.

Show one Simultaneously, the players turn over the top cards of their crosses. These cards are not played to tricks in the hand. At the end of the hand, a player who has taken a number of tricks matching either of his two numbers earns a bonus.

Playing cards Now the players continue with the first trick following the already played lead of the dealer. The rules for play are as described in Mü under "Playing the game", but with only one or no trump.

Scoring

Trick bonus	
low number	5 points
high number	10 points
face-up card	bonus x 2
both numbers	25 points

Each player scores points for the values (0, 1, or 2 triangles) of the cards he has taken in tricks.

If the number of tricks taken by a player is **exactly** equal to one (or both) of his declare cards, he earns the bonus at left.

Example 10: Natascha has declared 3 and 4 tricks: the 4 hidden, the 3 face-up. If she takes 3 or 4 tricks, she earns 10 bonus points: for the 4, because it is the higher number and for the 3, because it is the lower number, but is face-up and gets a double bonus. If the 3 were hidden and the 4 face-up, she would earn only 5 points for taking 3 tricks, but 20 points (2×10) for taking 4 tricks. Both numbers can only both be correct when the player plays two cards with the same number.

Players record their scores with paper and pencil. The game ends when one or more players have at least 200 points. The player with the most points is the winner!