

Het pandoeren

The value and sequence of the cards

	points
Ace	11
King	3
Queen	2
Jack	1
Ten	10
Nine	0
Eight	0
Seven	0
six	0 (only 6 of hearts)

The value and sequence of the trumps

	points
Jack	20
nine	14
ace	11
king	3
queen	2
ten	10
eight	0
seven	0
six	0

To play trumps

- You're always allowed to play the trump
- If trump is played, you don't have to overtrump
- When a non-trump is played and someone plays trump, you have to throw a higher trump; a lower trump is not allowed. If you have a higher trump or don't want to play a trump, you can play the requested colour.
- You're never obligated to play trump.
- You're **always** allowed to revoke Trump Jack (if trump is asked, you're allowed to keep the Trump Jack in hand, even if it's your only trump.)

The Game

- The game is played with 4 players
- The game is played with 33 cards (every colour from 7 to ace and 6 of hearts). After shuffling, 4 cards are devised at the time to each player. The 17th card is faced upwards put on the table. If this is 6 of hearts, the players pay 25 cents to the deviser. If this is the queen of spades the deviser pays 25 cents to the players each. After this, the other 16 cards are devised, as well at 4 cards at the time.
- To bid you take the open card in your mind with your own cards and bid. The highest bid plays, the bidder takes the open card and puts one card down.
- If your bid is low and you want to bid higher is only allowed if someone else bids higher than your first bid. At a similar bid the roem points the highest bid. At a "wingame"(try to get as much points/cards as possible) the highest roem counts, at a "losegame" (try to get as less points/cards as possible) the lowest roem counts.
- At "4^e boer" and "pandoer" you have to become mate, so you have to play your highest card from the right colour or trump.
- If all 4 players bid pass, we do "rommelpotten". All 3 players pay 5 cents to the deviser. The deviser takes the open card in his own 8 cards and shuffles the cards well. Then he devices the 9 cards 3 at the time to the other players. These players take the cards and put them with their own cards. Then they choose 3 cards to give back to the deviser. The deviser shuffles the 9 cards (3*3=9) and gives himself 4 cards, puts the 5th card open on the table, and gives himself the remaining 4 cards, so he has 8 cards as well.
- The paying: If the play is won by the bidder, then the opponents pay the amount (according to the agreements) to the winner(s). If the play fails, then the bidder (and mate) pay the amount to the opponents.

The plays, highest first with description and the valid value

1. Polk zonder: you play alone, no trump, win 7 tricks and lose 1. 30 cents.
2. Solo: you play alone, with trump, win all tricks, 30 cents.
3. Stoet: can only be bid if you have 3 aces (if you have 4aces, bid Polk zonder), no trumps, win 7 tricks and lose 1. The person with the 4th ace is mate. Mate has to win at least 1 trick (doesn't have to be with his ace). 30 cents.
4. 4^e boer you're allowed to bid this if you have 4 Jacks, or 3 Jacks. Then you'll have to buy the 4th Jack from an other player for 5 cents, give another card in return. With trump, mate is the one who wins the first trick. If the bidder wins the first trick himself, then the same goes for the 2nd or 3rd trick. If you win all tricks, you win 30 cents. But you're allowed to lose some tricks, but not more than 26 points. The card put down has to be counted as well. The last trick is 5 points extra. 25 cents.
5. Halve stoet: you're allowed to bid if you have 2 aces. If an other player has two aces to, he mentions this by saying "die zit". He is the mate. If there's no mate, you'll have to bid something else or pass. The deviser can't bid "halve stoet", because it's already clear that the other players don't have two aces. The deviser is he last bidder. Instead of putting a card down, you're allowed (not obligated) to give a card to your mate. The mate has to put down a card in that case. The game is played without trumps. You and your mate together have to lose 2 tricks. The mate has to win at least 1 trick (doesn't have to be an ace.) 25 cents.
6. Praatje: you play alone, with trumps, you have to lose all tricks. After the player has chosen the trumps and played his first card, all 4 players have to expose their cards. The 3 opponents are allowed to discuss how to play. 25 cents
7. Polke: you play alone, with trumps, win 7 tricks, lose 1. 25 cents.
8. Piek: you play alone, with trumps, win 1 tricks, miss 7, other rules like praatje, 25 cents
9. Solo zonder: you play alone, no trumps, win all tricks. 20 cents
10. Omver: you play alone, with trumps, lose all tricks. As soon as the 5th card is on the table, the bidder has to expose his cards. The opponents aren't allowed to talk. 20 cents
11. Vogeltje: you play alone, with trumps, win the first and the last trick, lose other 6. 20 cents.
12. Pandoer: with trumps, mate is the player is the one who wins the first trick. You and you mate together have to win all tricks. 15 cents
13. Piek zonder: you play alone, but everyone plays for himself. Everyone has to win 1 trick. The bidder takes the extra card and passes a card unexposed to the left neighbour etc.. The bidder starts playing. 15 cents.

Don't forget to put down a card before playing.