

# RULES OF THE GAME



ebbes



# LIST OF COMPONENTS:

75 cards  
15 each colored blue, brown, yellow,  
green, red, with values from 1 15

15 number designation cards  
with values from 1 15

5 color designation cards  
colored blue, brown, yellow, green, red

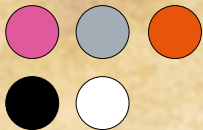
5 Scoring cards  
colored pink, grey, orange, black, white



1 designation/victory points board



5 wooden discs  
colored pink, grey, orange,  
black, white



## PREAMBLE:

The Palatine word **ebbes** is the local equivalent of **etwas** (some, something, a little) in Standard German.

## OBJECT OF THE GAME:

Players try to collect as many positive points and as few negative points as possible with their tricks. However, at the beginning of the game the players face the challenge that nobody knows which suit will generate positive or negative points.

At the beginning of each game round 5 cards are designated that will tip the scales during this round. As soon as these cards are played their suits become **trump**, **plus**, **ebbes**, **minus** or **zilch**, depending on the instant they are played. Thus the secret is revealed bit by bit and each player tries to determine the suits in their own favor. At the end of each round the points are recorded on the points track. The foremost player at the end of the game is the winner!

*The rules of the basic game will be explained first for easy learning. At the end of the rules you will find two variants which can be combined with the basic game any way you want.*



# PLAYING THE BASIC GAME:

## SETUP:

Of the **75 cards** you will need the following number depending on the number of players:

**3 players:** cards of each suit (color) with values 1 - 6 (= 30 cards)

**4 players:** cards of each suit (color) with values 1 - 8 (= 40 cards)

**5 players:** cards of each suit (color) with values 1 - 10 (= 50 cards)

Mix the cards thoroughly and deal each player the same number of cards. Put any remaining cards card back into the game box, they will not be used during this game.

Take the cards with values 1 - 5 of the **15 number designation cards**, shuffle them and place the pile face down in the playing area. Reveal the top card and place it face open next to the pile. Put any remaining cards card back into the game box, they will not be used during this game.

Each player chooses a player color and takes that wooden disc and scoring card. All players place their disc on the start space of the designation/victory points board for use as their scoring marker.

The player who last played ebbes\* is the starting player of the first game round.

\*Remember: **ebbes** = something



## SEQUENCE OF PLAY

**ebbes** is a trick taking card game and is played over a series of game rounds. During each game round 10 tricks will be taken. The starting player plays any card of their choice face up in the center of the playing area. Then, in clockwise direction and one after the other, all other players must play **one card** only in the center of the playing area. This is the first trick.

### RULES FOR PLAYING CARDS:

***Follow suit:** All cards played must be of the same suit as the first played card. If a player cannot comply with this rule they may either trump or simply discard a card.*

***Trump:** If the trump suit has been designated already during the course of this game round (see designate trump suit), a player may trump (if they cannot serve the required suit). A trump outmatches all other suits and therefore the player who played the trump will win the trick. However, no player is obliged to trump, they may simply discard a card instead.*

***Discard a card:** If a player does not own a card of the same suit as the first played card and if they cannot or do not want to trump either they simply play any other card of their choice (= discard a card).*

The player who had played the highest valued card of the same suit as the first played card is the winner of the trick, if no trumps had been played. In that case the player of the highest valued trump will win the trick. Discarded cards are ignored. The winner of the trick takes these cards and keeps them face down in front of themselves and plays the first card of the next trick. Repeat this procedure until all cards have been played.

## DESIGNATE TRUMP, PLUS, EBBES, MINUS, AND ZILCH\*:

The order in which **trump**, **plus**, **ebbes**, **minus** and **zilch**\* are designated is the same in each game round, going from left to right on the designation board:



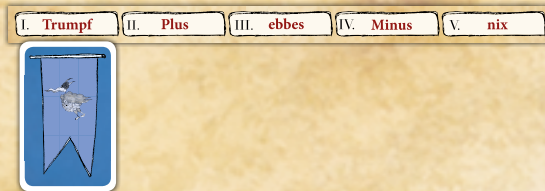
\* Please note: On the board you will find **nix**, which is the German equivalent for **zilch**.

The value of the currently face up number designation card designates which suits will become **trump**, **plus**, **ebbes**, **minus**, and **zilch** for this complete game round.

### I. DESIGNATE TRUMP:

As soon as the first card matching the value of the currently face up number designation card is played, the suit of this card is designated “trump” **instantly** for this complete game round. Place the corresponding color designation card below that space of the designation board.

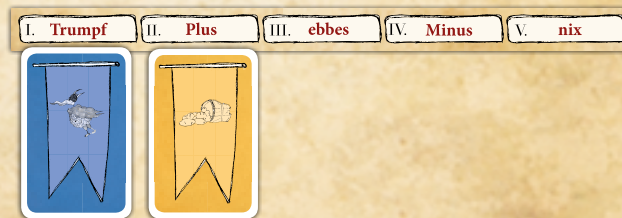
**EXAMPLE:** For the first game round the number designation card with value 1 was revealed. The first player plays the blue 10, followed by the next player with the blue 1. Thus, blue immediately is designated trump, because the blue 1 matches the number of the designation card. The blue color designation card is placed below the “trump” space of the designation board. Blue is trump as of now for the remainder of this game round.



## II. DESIGNATE **PLUS**:

After trump has been designated, the suit worth positive points is designated next. This may happen even during the same trick in which trump had been designated. As soon as the second card matching the value of the currently face up number designation card is played, the suit of this card is designated “plus” for this complete game round. Each card of this suit is worth **one positive point** at the end of this game round. Place the corresponding color designation card below that space of the designation board.

Example: The winner of the last trick plays the green 10 hoping that the green 1 will be played, so all green cards would be worth 1 point. However, the next player does not hold any green cards and discards their yellow 1. A yellow designation card is placed below the “plus” space of the designation board. At the end of this game round, each yellow card is worth 1 positive point.



## III. DESIGNATE **EBBES**:

As soon as the third card matching the value of the currently face up number designation card is played, the suit of this card is designated “ebbes” for this complete game round. Place the corresponding color designation card below that space of the designation board. At the end of this game round the players having collected the fewest and the most cards of this suit will gain no points for these cards (note: the fewest cards can be no cards at all), while all other players gain **3 points**!



#### IV. DESIGNATE **MINUS**:

As soon as the fourth card matching the value of the currently face up number designation card is played, the suit of this card is designated “minus” for this complete game round. Place the corresponding color designation card below that space of the designation board. Each card of this suit is worth **one negative point** at the end of this game round.

#### V. DESIGNATE **ZILCH**:

Only one suit is left after the minus cards have been designated, thus this suit automatically is designated “zilch“ immediately; place the corresponding color designation card below that space of the designation board. The player who had collected the most zilch cards decides who will be the first player in the next game round. Ties are broken in favor of the single highest valued card of the „zilch“ suit.

**PLEASE NOTE:** If in a trick several cards are played matching the value of the current number designation card, deal with them in the order they are played.

## SCORING:

After the players have played all their cards, scoring takes place. Scoring is made easy if all players sort the cards of their collected tricks by suit:

**Current trump suit:** Cards of the current trump suit are not worth any points.

**Current plus suit:** Each card of the current plus suit is worth **1 positive point**.

**Current ebbes suite:** Players with the fewest and the most cards of this suit will gain no points for these cards (note: the fewest cards can be no cards at all), while all other players gain **3 points!**

**EXAMPLE:** At the end of a game round in a 5-player-game, the players have the following cards: Klaus and Haui have no cards of the ebbes suit, Jesko has 2 cards of the ebbes suit, Bernhard has 3 cards, and Paul has 5 cards of that suit. Klaus and Haui have the fewest cards of the ebbes suit and therefore do not gain any points, same as Paul who has the most cards. Jesko and Bernhard earn 3 points each.

**Current minus suit:** Each card of the current plus suit is worth **1 negative point**.

**Current zilch suit:** The player who collected the most cards of the zilch suit decides who will be the first player of the next game round. In case of a tie the tied player with the highest valued zilch card decides.

The positive and negative points of all players are recorded on the victory points track.

## **ALL SUBSEQUENT GAME ROUNDS:**

At the beginning of each subsequent game round the number designation card of the previous game round is put at the bottom of the number designation card pile, face up. Then, the top card of that pile is revealed, being the new number designation card for this game round.

Keep the color designation cards at hand next to the victory points and designation board.

The player sitting left to the last dealer shuffles all cards and deals them equally to all players. After all players have looked at their cards, the player who had collected the most zilch cards in the previous game round decides who will be the first player of this game round. The first player starts the new game round by playing a card of their choice.

## **END OF THE GAME:**

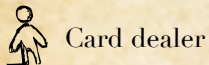
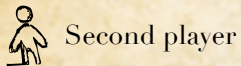
The game lasts for 5 game rounds; after all cards of the number designation cards pile have been used once (the first card is now on top of the pile, face up). The player who is foremost on the victory points track is the winner of the game. Ties are possible.

*The following section explains the two variants, which can be combined with the basic game separately or both together. .*



## RULES OF THE GAME FOR 2 PLAYERS:

You need the cards like in a game for 3 players (values 1 - 6 of all 5 suits). When dealing cards, the players must follow this order in clockwise direction:



The virtual player is always sitting to the **left** of the card dealer.

### The virtual player's cards are put on display as follows:

The first 5 cards are placed face down next to each other, from left to right. The next 5 cards are placed face up on top of the face down cards, from left to right.

### The usual rules for ebbes apply; this means for the virtual third player:

- The suit of the first played card must be followed.
- If there is only one card of that suit in the virtual player's display, this is the card to follow with.
- If there are several cards of that suit in the virtual player's display, the **leftmost** of these is the card to follow with.
- If there are no cards of that suit in the virtual player's display, simply the **leftmost** face up card is the card to follow with.
- If there is a face down card in the virtual player's display after a trick was won, that card is flipped before the first card of the next trick is played.
- If the virtual player has won a trick, they always play their **leftmost** face up card as first card of the next trick.

Scoring is done like in a game with 3 players.

## VARIANT 1 “*USE MORE CARDS*”:

*This variant simply introduces more cards. This adds some more excitement because usually it will take longer until the designation cards will be played. Thus players collect more cards without knowing what they are worth and face a larger risk.*

Depending on the number of players use the following **additional** cards:

**3 players:** cards of each color with values 7 – 9 (= 15 cards)

**4 players:** cards of each color with values 9 – 12 (= 20 cards)

**5 players:** cards of each color with values 11 – 15 (= 25 cards)

Use the same rules as for the basic game.

## VARIANT 2 “*SELECT DESIGNATION CARDS*”:

*When playing with this variant, the players select the number designation cards, other than in the basic game. By selecting the cards the players gain more influence on the development of the game round.*

The rules of the basic game remain unchanged except the following alterations:

## SETUP:

Take all number designation cards corresponding to the card values which the players are using during this game.

**EXAMPLE:** In a 3-player-game using both variants, the players need the cards with values 1 - 9. So they also need the number designation cards 1 - 9.

Place all number and color designation cards face up in the center of the playing area, in easy reach of all players.

## SEQUENCE OF PLAY:

The player to the **left** of the first player selects one of the numbered designation cards from the center of the playing area and one of the color designation cards and places both cards in front of themselves clearly visible for all players. **The player may select any cards of their choice; they must not necessarily match any of their hand cards.**

**EXAMPLE:** The player to the left of the first player selects the number designation card 5 and the green color designation card. This means that the green 5 will be one of the cards to designate trump, plus, ebbes, minus and zilch during this game round.



Subsequently, the next player in clockwise direction selects a pair of cards (number and color) from the center of the playing area. Continue this process until 5 pairs of number/color designation cards are on open display in front of the players.

**PLEASE NOTE:** Depending on the number of players, they may have two selected pairs in front of them.

After all 5 pairs of designation cards have been selected, the first player starts this game round by playing the first card.



## DESIGNATION **TRUMP**, **PLUS**, **EBBES**, **MINUS** AND **ZILCH**:

As soon as the first card in a trick is played that matches one of the number/card combinations selected by the players, this color designates the trump for the remainder of this game round. Place that color card below the **trump** space of the designation board and put the number card aside, it is no longer used during this game round.

Likewise, the suits of **plus**, **ebbes**, **minus**, and **zilch** are designated, in this order.

## ALL SUBSEQUENT GAME ROUNDS:

Put all number and color designation cards back into the center of the playing area, including all those used in the previous game round.

## END OF THE GAME:

The game ends as soon as one of the following game end conditions is met:

- a) A player's scoring marker reaches the final space of the scoring track at the end of a game round; or
- b) a player's scoring marker reaches the Dabbscheedel\* space of the scoring track at the end of a game round; or
- c) after the number of previously agreed game rounds (5 game rounds should be played at least) has been completed.

\* Dabbscheedel = Palatine term for somebody allergic to brainpower.



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