

Game Rules



Dubbe



Prologue:

Having their daily work done, the Palatinates like to sit together cozily, telling stories and anecdotes at their regulars' table. While doing so, they drink their beloved spritzer (a mixture of a lot of wine and a little sparkling water) from a Dubbeglass. The Palatine Dubbeglass is a special drinking glass for spritzer with a capacity of 0.5 liters, with embedded dots (**Palatine: Dubbe**) to ensure a better grip. Usually, always the same characters gather at the table, with their good or slightly less good characteristics.

Components:



75 Cards valued from 1 - 15 each in five colors: blue, brown, yellow, green, and red. Hereafter, these card colors are referred to as „suit“.



5 Player cards und **5 wooden discs** of blue, brown, yellow, green, red, and black color.



6 Dice of pink, gray, orange, black, and white color.



2 Scoring boards (+/-)

Carefully punch out the following before your first game:



1 Starting space



5 Scoring markers (+10/-10) of pink, gray, orange, black, and white color



5 Character coasters (do not use them for your drinks!)

The characters in detail



Aagewwer: The “Aagewwer” (= braggart) likes to outplay the others when telling his stories, and thinks he knows everything better. Therefore, he is not very popular at the table, and represents: **Trump suite & negative points**



Weschwieschmän: The "Weschwieschmän" wants to make sure that everybody understands the stories he's telling, thus always closing his speeches with "Weschwieschmän?" = "You know, do you understand what I mean?" He is very popular at the table and represents: **Positive Points**



Jammerlabbe: The "Jammerlabbe" (moanbag) always sees the bad things in the world only, and is constantly complaining and moaning. It's impossible to please him. Because of his negative attitude, he is not very popular at the table, and represents: **Negative points**



Jo Lossen: "Jo Lossen" is an oddball at the regulars' table. He has no clue of anything; still he tries to join in all conversations. Since the Palatinates are good-natured fellows, they gallantly condone his remarks and brush them aside by saying „Jo Lossen“ - „Well, leave him be!“ Because he is out of the ordinary in any respect, he represents in the game: **Special feature „don't follow suit“ & positive points**



Gliggsridder: The "Gliggsridder" (soldier of fortune) is, like the name suggests, a truly lucky fellow. He is always at the right place at the right time, easily achieving anything without big efforts. He is very popular, always welcome at the table, and represents: **Positive points**

Game Concept

During the game, the players assume the different roles as outlined above by winning tricks. As, on the one hand, the different characters are associated with positive or negative points, trump or the special feature, and, on the other hand, the value of the characters increase both in positive and negative ways, the players face the decision at what time exactly they want to take a trick. The exciting question as to who will have gained the most Dubbe (= points) remains until the end of the game, when the players will see who is the greatest moanbag (Jammerlabbe) or soldier of fortune (Gliggsridder).

Setup

Depending on the number of players, not all 75 cards are used:

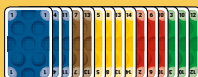
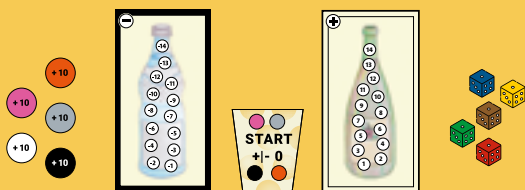
- 2 players:** Cards of all suits with values 1 – 9 (45 cards)*
- 3 players:** Cards of all suits with values 1 – 9 (45 cards)
- 4 players:** Cards of all suits with values 1 – 12 (60 cards)
- 5 players:** Cards of all suits with values 1 – 15 (75 cards)

***Please see game rules for 2 players on page 11**

Return all unused cards to the game box. Mix the cards well and deal them equally to all players.

Arrange the 5 characters coasters (Aagewwer, We-schwieschmän, Jammerlabbe, Jo Lossen, and Gliggsridder) in a row in good reach of all players, sorted in ascending order of their imprinted die value. Likewise, place the two scoring boards (sparkling water and wine bottle), the starting space, the scoring markers (+10/-10), and the 5 dice of the card suits Red, Yellow, Green, Blue, and Brown nearby. The black die is used for the variant only. Each player chooses a wooden disc and the player card of the corresponding color, and then places their disc on the starting space for scoring their positive and negative points. Place the starting space between the two scoring boards.

Beispiel für die Spielvorbereitung bei 4 Spielern:



Playing the game

Dubbe is a trick-taking game, and is played over a series of game rounds. 15 tricks are played during each game round, and assigned to the 5 characters according to their colors (suits). By winning tricks, the players take over the roles of the characters.

Declaring trump suit:

Before playing the first trick, the player to the left of the dealer declares the trump suit after checking their hand. The player to the left of the trump declarer leads to the first trick.

Rules for playing tricks:

In clockwise direction, each player must play exactly **one card**. This completes one trick.

Follow suit: The played cards must be of the same suit as the suit led. If a player has no appropriate card, they may trump **or** discard a card (*exception: „Jo Lossen“*).

Trump: The trump suit is higher-ranked than all other suits, thus the player who has played the highest-ranked trump will take that trick. Players are not forced to trump; they may discard a card instead.

Discard a card: If a player has no card of the suit led, and cannot, or does not want to trump, they must play a card of any other suit (they „discard“ it).

Taking a trick:

The player who has played the highest-ranked card of the suit led takes the trick, unless one or more trumps have been played. In that case, the player who has played the highest-ranked trump takes the trick. Discarded cards are ignored when evaluating the trick.

The winner of the trick puts all cards on **one** face down pile and leads to the next trick. Repeat this procedure until all cards have been played.

Assigning suits to the characters

The order in which the suits are assigned to the characters does never change, and the suits are assigned in numerical order of the die values (1 - 5) imprinted on the characters. By assigning the suits, the trump suit, positive and negative points are automatically determined, depending on the character they are assigned to.



Aagewwer = Declare trump suit

Before playing the first trick, the player to the left of the dealer always declares the trump suit **after** checking their hand but **before** the first card is played. After the player has announced the trump suit, proceed as follows:

- 1. Tag the declared trump suit by placing the die of that color on the designated space of the „Aagewwer“ coaster, with value 1 (1 pip) on top.*
- 2. Place the „Aagewwer“ coaster in front of the player who had declared the trump suit. Now, that player has one negative point (die value) already, even before the game starts.*

Next, the player to the left of the trump declarer leads to the first trick.

That player has the choice between 2 options:

- 1. They play a card of the declared trump suit:**
Complete the trick as usual. If the current owner of the „Aagewwer“ takes the trick, they increase the die value by 1 point (in this case from 1 to 2), and lead to the next trick. If another player takes the trick, the character changes ownership. Before changing ownership, the former owner records their points on the scoring board - 1 negative point in this case -, and increases the die value by 1 point (from 1 to 2). Thus, the new owner of the „Aagewwer“ has 2 negative points already.
- 2. They play a card of any other suit than the trump suit:**
By playing any other suit, that suit is assigned immediately to the next character. In this case, the new suit determines the positive points (“Weschwieschmän”).



Weschwieschmänn = Determine positive points

After the trump suit has been fixed, the suit for positive points will be fixed by leading to the next trick with any other suit than the trump suit. After the winner takes the trick, proceed as follows:

1. Tag the suit for positive points by placing the die of that color on the designated space of the „Weschwieschmänn“ coaster, with value 1 (1 pip) on top.
2. Place the „Weschwieschmänn“ coaster in front of the player who has won that trick. Now, that player has one positive point already.

As soon as a player leads to a trick with a suit not assigned yet, that suit has to be assigned to the next character in given order by following the procedure as explained above:



Jammerlabbe = negative points



Jo Lossen = special feature “don't follow suit”



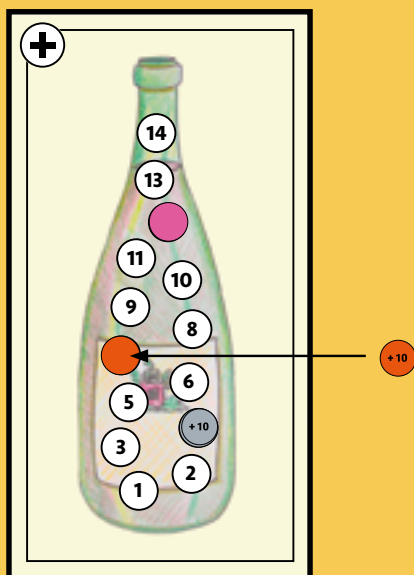
Gliggsridder = positive points

Assigning points and characters at the end of a trick

- When a new character enters the game by leading to a trick with a suit not assigned yet, the die of the corresponding color is placed on the designated space of that character's coaster, with value 1. Place that character coaster in front of the winner of the trick.
- It is possible that a player owns several characters at a time.
- Whenever a player leads to a trick with an assigned suit, the die value of that suit is increased at the end of the trick by 1 point.

- If the winner of the trick owns that character already, the only thing that happens is to increase the die value.
- If the character changes ownership because another player has won that trick, the former owner records their current points on the scoring board - negative or positive points according to the current die value -, and increases the die value by 1 point. Then, the new owner places that character coaster in front of them.
- If a player gains more than 10 points (positive or negative), they stack the scoring marker (+10/-10) of their player color on top of their wooden disc in order to record their current count.

Example: A player has 10 positive points already. At the end of the current round, that player gains another 7 positive points. Their total now is 17 points. They place their wooden disc on „7“ of the scoring board for positive points, then stack the scoring marker „+10“ on top of it.



The rules to follow suit and assigning die values do not apply to the character „Jo Lossen“!



**Jo Lossen = special feature
“don't follow suit”**

Being an oddball, the character „Jo Lossen“ follows special, odd rules.

- The owner of „Jo Lossen“ is exempted from **following suit**. They don't have to follow suit. They can play any card they like, and they may even trump though they have a card of the suit led.

EXEPTION: „Jo Lossen“ MUST follow suit for the suit assigned to his character!

Example: *The suit assigned to „Jo Lossen“ is Blue, thus the owner must follow the suit „Blue“. Concerning all other suits, they may play whatever they want..*

- When „Jo Lossen“ enters the game, the appropriate die is placed on the designated space as usual, however with the **value 3** and this value remains unchanged until the end of the round. Differing from other characters, the players cannot accumulate any points with this character during the game round. At the end of the round **only**, „Jo Lossen's“ current owner gains **3 positive points**

Scoring at the end of a round

After all tricks have been taken and any last changes of ownership have taken place, the characters are scored for the last time. The characters' owners record the current points (positive and negative) on the scoring boards.

Further game rounds

Remove the dice from the character coasters, and keep them handy for the next round. Arrange the characters the same way as during setup. The player to the left of the dealer of the previous round is the new dealer.

The player to the left of the new dealer declares the trump suit (see above), and the next round begins.

End of the game

Depending on how long the players want to play, the game ends after a previously fixed number of rounds.

2 players – 4/6/8 rounds

3 players – 6/9 rounds

4 players – 4/8 rounds

5 players – 5/10 rounds

The player with the most **points (Dubbe)** is the winner.

Rules for 2 players

In a game for 2 players the usual rules apply, with the following changes:

- Use cards of all suits with values 1 - 9 (45 cards).
- The dealer deals the cards equally as if there were 3 players. The cards of the virtual third player remain face down, and untouched until the end of the round (they are not played).
- The player opposite to the dealer declares the trump suit after checking their cards.
- After the trump suit has been fixed, the dealer leads to the first trick.

Variant „Black Die“

This variant is recommended to all experienced players of trick-taking games who want to raise the level of their concentration (Palatine: Dubbe factor) even further. This variant takes advantage of the fact that players of trick-taking games are used to claim the cards for themselves after winning a trick. In this variant, that habit is punished with negative points.

The following expanded rules apply:

- Add the black die to the 5 other dice.
- As soon as the „Jammerlabbe“ enters the game, his current owner is bestowed an extra task. The **current** owner must pick up all played cards and put them on a face down pile. So, having lots of work now, the „Jammerlabbe“ at least has good reason for moaning.
- If, during the rest of the round, any other player except the current owner of the “Jammerlabbe” should illicitly try to pick up the cards (just touching them counts) they have to place the black die in front of them with value 1.
- The value of the black die is increased by 1 point for each further **illicit** attempt, and it changes ownership if need be.
- At the end of the round **only**, the current owner of the black die scores as many negative points as its current value.
- At the end of a round, add the black die to the other 5 dice again, ready for the next round.