



Klaus Palesch  
**Sticheln**



Players: 3-6 players Age: 10 years and up Duration: approx. 30 min.

At the beginning of every round, each player selects a coloured suit from his hand as his **unwanted colour**. Throughout the course of the round, he tries to avoid this colour, as the cards of this suit are worth negative points for him **according to the number showing on the cards**. If, for example, a player chooses green as his unwanted colour, the green 5 would be worth 5 negative points for him, the green 9, 9 negative points, and so on and so forth. Every other card from the other coloured suits is all worth one point each regardless of their number.

### GAME SETUP

Depending on the number of players, you will need the following cards and colours:

**Three players:** 0-8 red, yellow, green, blue and purple

**Four players:** 0-11 red, yellow, green, blue, purple

**Five players:** 0-14 red, yellow, green, blue and purple

**Six players:** 0-14 red, yellow, green, blue, purple and grey (all 90 cards)

Put the remaining cards back into the box. Shuffle the cards needed for the game and deal them out evenly to all the players. Give each player 15 cards, which make up his hand.

### CHOOSING YOUR UNWANTED COLOUR

Each player selects one of the 15 cards from his hand and places it face-down in front of him on the table. Then, at the same time, everyone turns over his card for everyone to see. This card represents the **unwanted colour of each player**, respectively, and remains where it is, **face up**, until the round is over and the score is recorded. Multiple players may choose the same suit as their unwanted colour. This is OK.

**Note:** The card lying face up in each player's playing area to indicate his unwanted colour also counts for negative points at the end of the round according to the number of the card.



*Maria chooses the yellow 2. Her unwanted colour is yellow. Jack's unwanted colour is red. Gloria and Linus both choose blue as their unwanted colour. Each player lays his card face up in front of him on the table.*

### HOW TO PLAY

The youngest player begins by leading off the first trick. He picks out a card from his hand and lays it down in the middle of the table. In a clockwise direction, players take turns playing **a card** of their choice from their hands face up in the middle of the table.

**Note:** When playing a card, there are no strict rules to follow; you can play **any** colour or number you want.

After everyone has played exactly one card face up in the middle of the table, check to see who won the trick.

- ➔ If only cards of the same colour as the lead colour were played, the card with the highest number wins the trick.
- ➔ If one or more cards of another colour other than the lead colour were played, the card with the highest number that is **not the same colour** as the lead colour wins the trick. **Note:** If multiple cards of a colour other than the lead colour are played that share the highest number, the first of these to be played wins the trick.

**Very important:** A zero can **never** win a trick! A zero, regardless of its colour, is neutral and is not taken into consideration when determining which card has won the trick.

**The winner of the trick** collects the cards from the middle of the table and puts them face down in a pile off to the side in his playing area. The winner of the trick begins the next trick. He picks out a card from his hand and lays it in the middle of the table; the colour is the lead colour of this trick.



**Maria** leads the trick with a blue 3 (= lead colour). Jack plays a blue 10. Gloria plays a yellow 0 and Linus lays down a blue 7. Since the yellow 0 is neutral and not considered in the evaluation, only cards of the lead colour come into consideration. Jack's blue 10 is the highest number. He picks up the 4 cards and puts them into his playing area face down.



**Jack** leads the second trick with a yellow 9 (= lead colour). Gloria plays a green 5; Linus a red 6 and Maria a blue 4. Linus has the highest number of a coloured suit other than the lead colour; he wins the trick. He takes the 4 cards and lays them face down in his playing area.



**Linus** leads the third trick with a green 11 (= lead colour). Maria plays a red 5; Jack a yellow 5 and Gloria a green 8. Maria and Jack both have the highest number of a colour other than the lead colour. Since Maria played her red 5 before Jack played his yellow 5, she wins the trick and puts the 4 cards in her playing area, face down.

**Special case:** In rare cases, **all players** may play a zero card. When this happens, no one wins the trick. The cards are put to the side and the player who began the trick, leads the next trick, again.

Trick for trick is played until all hands have been played out. Then, add up the score.

## SCORING AND FURTHER ROUNDS

Each player counts up all his cards.

- Each card collected from the unwanted coloured suit, including the card initially selected and laid face up at the beginning of the round, counts as negative points according to the numbers on the cards.
- All other suits of cards are worth one point each, regardless of their number.



Maria selected the yellow 2 at the beginning of the round as her unwanted colour. She receives **11 negative points** (2+5+4). For the other six cards, she receives one point each for a total of **six positive points**. **Maria's point total is: -5**



Jack selected the red 0 at the beginning of the round as his unwanted colour. He receives **7 negative points** (0+2+4+1). For the other nine cards, he receives one point each for a total of **9 positive points**. **Jack's point total is: +2**

Record the score for each player on a sheet of paper. The score can be positive or negative. Play the same number of rounds as there are players, so that each player has had a chance to be the lead player. After all rounds have been played, add up all the points from each round. Whoever has the most points wins.

**About the author:** Klaus Palesch resides in the Swabian town Sachsenheim where he has entertained players since 1993 with his intricately clever game ideas. Whether "Sticheln", "Mit List und Tücke", "Hatrick", or "Beim Zeus," the principle is the same: simple rules with lots of fun-guaranteed!

**About the illustrator:** Oliver Freudenreich has illustrated for games from several international and virtually all German publishing houses. Learn more at: [www.freudenreich-grafik.de](http://www.freudenreich-grafik.de)