

Pikinni XXIV



by **BikiniARTmuseum**

Easy - Tricky – Rude

Pikinni XXIV is easy and quick to learn but tricky to play

- * Card game for **two to four players**
- * Deck with **32 cards**
- * When played with 4 players, a game consists of **11 rounds**
- * **Four** suits:



Hearts



Clubs



Spades



Diamonds

Points are awarded after each round. **The player with most points after all rounds wins.**

Game Instructions

The number of cards distributed depends on the number of the round and on how many people are playing.

In the first round, each player receives one card. In the subsequent rounds, the number of cards is increased by one until all players receive 7 cards in the seventh round. With four players, an additional 4 rounds with 8 cards each, are played. With three or two players, only 3 rounds with 8 cards each are played.



Version 1

The first player plays one card, the other players follow clockwise. Each time, the highest card takes the trick, until all cards of the round have been played. The number of tricks possible per round increases with the number of cards dealt out (e.g. in the seventh round, with seven cards, seven tricks will be taken).

Guessing the number of tricks

After looking at their cards, each player guesses, how many tricks they're going to take: logically, a number from zero to the number of cards dealt out.

The players then show their guess to everybody, using their fingers, at the joint command of "Pi-Ki-Nni", which is used in a similar way as rock-paper-scissors.

Depending on whether too many or too few tricks are guessed by the players when counted together, the experienced players will adapt their playing style

Game procedure

Each round consists of three stages: Dealing, Guessing, and Playing. The dealer lets the player to its right turn-up. The turned-up card determines the trump suit for this round (Hearts, Clubs, Spades or Diamonds). The dealer has to say the trump suit out loud.

When eight cards are dealt out to each player, Hearts will always be the trump suit. Trump cards are the highest cards in the game, they trick all non-trump cards.

The dealer changes from round to round clockwise. The drawn deck is placed under the remaining cards and, after dealing, is placed face-up on the table unless all cards are dealt out. After dealing, the guessing starts.

The order of the cards is Ace before King, Queen, Jack, 10, 9, 8, 7.



The cards in ascending order using the example of the Clubs suit

The player seated to the left side of the dealer is playing the first card. There is a **suit constraint**, meaning that **one has to follow suit**. If a player does not have the suit, **one**



must play a trump (trump constraint) - even if another player has already played a higher trump. If a player has neither suit nor trump, they may play any card.

Scoring

At the end of each round, the tricks are counted. For having guessed the number of tricks correctly, a player receives 10 points plus 10 points per trick they took.

Example: If a player bids they're going to take three tricks and they do (correct bid), they receive 3 x 10 points (for the tricks) + 1 x 10 points (for the right guess) = 40 points.

Example: If a player bids the number of their tricks zero and then takes zero (correct bid), they receive 0 x 10 points + 1 x 10 points = 10 points.

When having guessed incorrectly, a player loses 10 points for each trick differing from the guessed number.

Example: If a player estimates their tricks at four, but only takes two, their negative points amount to 2 x 10 points (tricks differing from the guessed number) = minus 20 points.

The player with the most points counted together after all rounds, wins.

Pikinni Challenge – Additional optional Rules

1. „Zero" – No trick

In the rounds of six, seven or eight cards, a player is awarded 50 points if they bid zero tricks correctly. If they bid zero tricks incorrectly, they lose 20 points.

2. „Change" – changing the trump suit

Every player can "buy" a different trump suit after the turned-up suit has been announced by the dealer. The purchase price of the trump suit change is 30 points. *Change* must be announced after dealing, but before bidding. Only one *change* per round is allowed. The player who announces *change* first, is granted it, given they can "buy" it.

3. „Double" – Doubling



Version 1

In rounds with an even card number (2, 4, 6, 8), the awarding points and negative points received at the end of each round, can be doubled. The purchase price of 30 points for the trump suit change can not be doubled. A maximum of two doubles are allowed per round per round.

Double must be announced before the respective player has picked up more than half of their cards:

For round 2, with 2 cards: before the respective player has picked up their **second** card.

For 4 cards: before the respective player has picked up their **third** card.

For 6 cards: before the respective player has picked up their **fourth** card.

For 8 cards: before the respective player has picked up their **fifth** card.

In doubling rounds (2, 4, 6 or 8 cards) it can be helpful to do a short pause after dealing half of the cards. That way, the dealer can ask around clockwise, whether somebody wants to *double*, as well as take a look at their own cards.

The **BikiniARTmuseum** wishes you a lot of fun with



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Our concern is to provide every player with a maximum of fun.

We are looking forward to receiving your feedback on info@BikiniARTmuseum.com