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Overview of the game

Klabiash (or in Polish: Klabberjass), is a game similar to many games such as bridge and spades. The object of the game is to score 500 points before the computer does. There is one suit which is called the "Trump Suit" which is picked at the beginning of the game, and which is the highest suit.

The game is played with a 32 card deck, cards below 7 are not in play.

The bidding

The game starts with the declarations or "bidding". The dealer deals six cards to the player and six cards to itself, and places the following card in the deck face up on the playing surface. After receiving his cards, the person who didn't deal examines his cards and may either Pass or Take it.

If he passes, the dealer is faced with the same two options. If he too elects to pass, a second round of bidding takes place in the same order. The bidder may either name a suit as trump or may pass. If both the dealer and the non-dealer pass, the hand is not played and is re-shuffled and re-dealt (This time around, the dealer is the person who didn't deal the last time).

Once a trump suit is named, the bidding is over.

Bonuses of the game

Once a call has been made, the dealer gives 3 more cards to his opponent and himself and then turns over the bottom card (to be seen - but not to take part in the game).

Before he has played a card to the first trick, a player may exchange the 7 of trump (if he has it) for the first card that was turned over - but ONLY if that suit was chosen as trump.

Still before the hand is played, points are scored for sequences of one suit held in hand. 2 types of sequences can qualify: A 3 card sequence - called a "Twenty" worth 20 points, and a 4 card sequence called a "Fifty" which is worth 50 points (any sequence longer than four cards is worth only fifty).

A player can score for more than one sequence, but only one player may score for a sequence.

If both player have sequences, the player with the highest sequence scores for his sequences. The order of the sequences is:

A fifty is higher than any Twenty. If both players have the same type of sequence, the sequence who highest card is highest - is higher. If both the sequences are the same and up to the same height - then the sequence that is in trump is higher. If both the sequences are the same and up to the same height and neither of them is in Trump, then the one belonging to the player who called is higher.

Before a player can score for his sequences, he must show them to the other player. A player does not HAVE to call on his sequence if he does not wish to score for it.

All sequences are in the "normal" card order: A, K, Q, J, 10, 9, 8, 7.

There is one more bonus, the Bella - The king and queen of trump. The player holding the bella must announce it before he plays either the king or the queen if he wants to score for it. The bella is worth 20 points.

Playing the game

The non-dealer leads to the first trick and thereafter the winner of each trick leads to the next. A player must follow suit if he can or trump if he is void in the suit that was lead. If he has neither the suit played nor trump, he may discard any card he wants to. Another special condition is: if trumps were lead, then the player must play a higher trump than the one that was played if he can. If he can't he must still play a trump if he has one, and if he doesn't have one - then he may discard any card.

A trick is won by the highest of the 2 cards of the suit lead, or by a trump. If the two cards are not of the same suit, and neither are trump, then the player who lead takes the trick.

For Example: Ace of spades takes the 10 of spades, but the seven of clubs takes the ace of spades if clubs were lead or if clubs are trump (that is, if spades are not trump, otherwise, spades wins).

The player who takes the last trick, gets ten extra points.

After the hand is played, (all 9 cards), scores are summed up. If the caller (the player who called the trump suit) has not scored more than his opponent, he is said to have gone "BE'TE" (pronounced 'bait') and he gets no points for the hand, while his opponent scores the sum of his own points AND the caller's points.

Point value of cards

Order of the Cards:

Trump:	J	9	A	10	K	Q	8	7
Value:	20	14	11	10	4	3	0	0

Non-Trump:	A	10	K	Q	J	9	8	7
Value:	11	10	4	3	2	0	0	0

Glossary



B

Bella

P

Pass

T

Take it

trump

Pass

Pass has a different meaning on the first and second rounds of bidding: On the first round of bidding, pass means that you don't call on the suit of the card showing face up in the center. On the second round, it means that you don't call in any suit on this turn.

Take it

Taking it has a different meaning on the first and second rounds of bidding: On the first round of bidding, taking it means that you call on the suit of the card showing face up in the center. On the second round, it means that you call in a suit other than the one showing on the face-up card.

trump

The suit which was picked to be the strongest suit (In the game of "Spades" - spades is always trump).

Bella

If a player has both the king and queen of trump in his hand, he has "Bella" which is worth 20 points.

