

**About**

Skitgubbe is a Swedish card game played with a standard international deck of 52 cards. There are a large number of variations and additional elements that are included in different regions. The basic game is outlined below.

<b>Players</b>	Two, Three, or Four (3 best)
<b>Cards</b>	52 cards (2 – A) (♥♦♣♠)

**Deal**

Deal 3 cards to each player.

Place the stock in the centre.

**Objective**Phase 1

The objective is to collect good cards.

Phase 2

The objective is to avoid being the last player with cards.

**Play****Play in phase 1 – Collect good cards**

Tricks contested by two players only. Player left of dealer leads. Suits are irrelevant and not obligated to follow suit or win trick. Players draw replacement card after each card is played (always have 3 cards). If you don't want to play one of your cards, you may play the top card of the stock instead – provided there is more than one card currently in the stock. If you choose this option, you must play it, and then you don't take a replacement card (you'll already have 3 cards in your hand). Whoever played the higher card takes the cards and puts them in their face down pile. The winner of the trick leads to the next.

*If the two cards played are equal, then the cards are left on the table and players draw a replacement card from the stock and the leader plays again. When a winner is established, that player collects all the cards.*

The last card from the stock determines the trump suit for the second phase. The player who has to draw this card takes it but does not add it to his hand but keeps it face down until the first phase is over.

When the stock is exhausted, the play continues as long as possible with the cards players have in their hands, ending when the player whose turn it is has no card to play. At this point, if some players have cards left in hand, they expose them for all to see and keep them for the second phase. If the final trick of the first phase was incomplete, the players take back the cards they played to it and keep them for the second phase.

**Play in phase 2 – avoid being the last player with cards left**

The player who drew the trump card leads. Players must beat the previous card played, or otherwise pick it up. There is no obligation to beat cards... you can choose to pick them up rather than beat them if you wish. A card is beaten by a higher card in the same suit or any trump. If the card picked up was the only card on the table, then it is the next player's turn to lead to a new trick. If there was more than one card on the table, then you just pick up the most recent card and the next player is then required to beat the card underneath it.

A trick ends in one of two ways:

1. The number of cards in the trick is equal to the number of players in the game when the trick began. The cards played to the trick are set aside (out of the game), and the player who played last (and highest) leads to the next trick.
2. All the cards played to the trick have been picked up, leaving the table empty. The player left of the player who picked up the last card starts a new trick.

**The losing player**

The loser is the last player holding cards in their hand. They are the 'Skitgubbe' (offensive old man).