

Oh Hell

PLAYERS 3 to 7 DECK 52 cards, no jokers TYPE Trick-taking LEVEL Medium GAME 13 hands

THE GOAL

Win exactly the number of tricks you bid. Highest total after all hands wins.

SETUP

3 to 7 players, each for themselves. One 52-card deck, ace high.

THE DEAL

Hand 1: 7 cards each, then one fewer each hand down to 1, then back up to 7 (13 hands). Turn up the next card: its suit is trump.

A TURN

- Bid in turn from the dealer's left; zero is allowed, passing is not.
- Left of the dealer leads. Follow suit if you can; otherwise play any card.
- Highest trump wins, otherwise the highest card of the suit led. The winner leads next.

SPECIAL CARDS

- The hook: the dealer bids last and may not make the total of bids equal the number of tricks.
- No card left to turn up: play without trump.

SCORING

- Exactly your bid: 10 + bid.
- More or fewer tricks: 0.

WINNING

After the last hand, the highest total wins.

HOUSE RULES

- **No hook.** The dealer may bid any number, so every player can make their bid in the same hand.
- **Trick points.** Score 1 point for every trick you win, plus a 10-point bonus when you win exactly your bid.
- **Start from one.** Deal one card in the first hand, two in the second, and so on, up to the most cards the deck allows.