

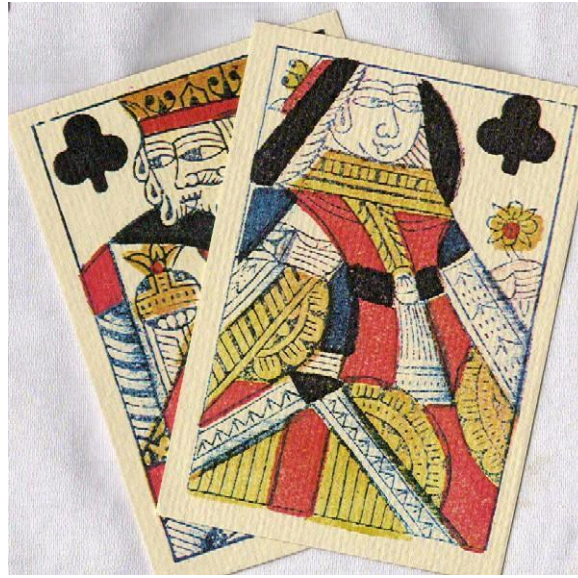
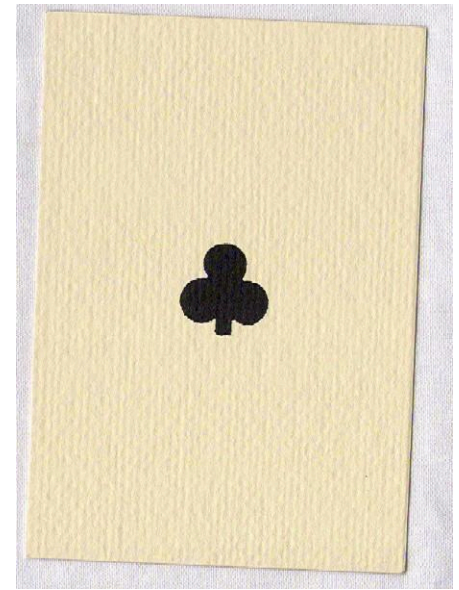
Poch and other German card games of the same era

POCH - A German game first recorded in 1441, poch is a game for 3 to 6 players. Poch is also called pochen, or gleek, or glic. It uses a 32 card deck consisting of 4 suits of ace, king, queen, jack, 10, 9, 8, 7. Bets are placed initially in seven categories - ace, king, queen, jack, 10, marriage, and sequence. Often a board was used marked with these seven categories plus an eighth, poch, that is used in the second step of play. After all initial bets are placed 5 cards are dealt to each player, then the dealer turns up a card from the deck as trump. Any player holding the appropriate card in the trump suit immediately claimed his winnings from the bets. That is, the holder of the ace of trumps claims all wagers placed on ace, the holder of the king all wagers on king, etc. If the same player holds both king and queen of trumps he claimed the wagers on marriage as well as on king and queen. If the same player holds the 7, 8, and 9 of trumps he claims the wagers on sequence. All wagers not claimed in this round are carried forward to the second step. After the trump wagers are paid, the players bet as to who has the best hand. The first player to bet places his wager (in the compartment marked poch if a board was used). The next player either drops out of the game, matches the amount bet, or increases the amount bet. The betting continues around until all players have either matched the wager without increasing it or dropped out. At this point the players who have not dropped out compare hands, and the best hand wins. 4 of a kind is best, followed by three of a kind, then a pair, then no pairs. In the event that 2 players tie this way the high card in the set wins. For example 2 players both have three of a kind and 2 unmatched cards. The player with 3 queens would beat the player with 3 10s. If 2 players have each have a pair of queens, one having an ace, king, 7 as his unpaired cards, and the other having a jack, 10, 8 as his extra cards, the man holding the ace would win. If both player held 2 queens, an ace, king, and 10 the player holding the highest trump would win. The winner of this second step claims all wagers placed on poch, plus any placed in the first part that were not already claimed.

KARNOFFEL - The oldest card game for which the rules are known, karnoffel is first mentioned in a law passed in Nordlingen, Bavaria in 1426. Oddly enough, the law specifically allowed the playing of the game in public. The game is played by 2 pairs of partners, with the object of taking 3 of the 5 tricks per hand. A 48 card deck is used, lacking aces, with 5 cards dealt each player. The first card dealt each player is delivered face up, and the low card amongst them, or first dealt of tying low cards determines trump. Non-trump cards rank king high to 2 low. Trump cards have an unusual system. The jack of trump always takes the trick. The 7 of trump beats all cards except the jack if it is the first card played in the trick, otherwise it ranks as a seven not trump. The 6 of trumps beats all except the jack and leading 7. The 2 of trump beats all but jack, 6, and leading 7 of trump. The 3 of trump beats all but the above, and the king of a suit lead. The 4 of trump beats all but the above, and king or queen lead. The five beats all except the above trumps and face card of the suit lead. King of trump beats any king, queen of trump any queen. The 10, 9, 8, or 7 (not first in trick) of trumps beat respectively any 10, 9, 8, or 7 of the suit lead. The highest card of the suit lead wins, unless beaten by a trump capable of beating it by the above rules. Partners are allowed to discuss what move to make, but must do so openly in front of their opponents. Some sources say the person dealt the trump-determining card leads to the first hand, and some that the player next to the dealer leads first. The winner of the previous trick always leads to the next trick. There is no need to follow suit lead unless desired.

LANSQUENET - A gambling game that was very popular amongst the Landsknecht of Germany. Special decks of cards were produced smaller than normal size with special cases made so that the cards could be easily carried in the Landsknecht's armor. These decks featured famous captains of Landsknecht companies as their face cards.

The game was played by the dealer first offering a bet, and getting 1 or more opponents to match it in whole or in part. The dealer then dealt 2 cards face up. If both cards were of the same suit the dealer won all the stakes. if not, he dealt cards 1 by 1 until he matched either of the first 2 dealt. A card which matched the first card dealt meant the dealer won, a match with the second and his opponents won. If the dealer lost the deal passed to the next man. If the dealer won he could deal again or sell the right to deal to any of the other players.



POCH -

A game for 3 to 6 players, it uses a 32 card deck of ace, king, queen, jack, 10, 9, 8, & 7. Bets are placed in seven categories - ace, king, queen, jack, 10, marriage, and sequence. After initial bets are placed 5 cards are dealt to each player, then the dealer turns up a card from the deck as trump. A player holding a trump card wins bets on that card. A player holding both king and queen of trump also wins marriage. A player holding the 7, 8, and 9 wins sequence. Next, players bet on the best hand. The first player to bet places his wager on poch. The next player either drops out of the game, matches the amount bet, or increases the amount bet. The betting continues around until all players have either matched the wager without increasing it or dropped out. At this point the players who have not dropped out compare hands, and the best hand wins. 4 of a kind is best, followed by three of a kind, then a pair, then no pairs. In the event that 2 players tie this way the high card in the set wins all open bets.

