♠ ♥ ♦ ♣

MIGHTY 마이티

Korea's 5-player trick-taking game from 1970s campuses · **2 vs 3, hidden teams** · ~10 min a hand

1 Setup

- 52 cards + **1 Joker = 53 cards**, 5 players
- **10 cards** each, **3 face down** as the kitty
- **A, K, Q, J, 10** = 1 point each, **20 total**

2 Goal

- The highest bidder becomes the **Declarer**
- Declarer + secret **Friend** vs 3 **Defenders**
- Points taken ≥ bid → **Declarer's team wins**

3 How a hand goes

① Bid
Name trump (**Giruda**) and a number, 13–20: "Spades, 14!" or pass. No-Trump beats the same number.

② Exchange
The Declarer picks up the kitty and discards any 3 of the 13 cards. Changing trump now raises the bid.

③ Friend
The Declarer names one card ("the Mighty is my Friend"). Whoever holds it is their partner — **nobody knows until it's played.**

④ 10 tricks
Follow the suit led if you can; otherwise play anything. The highest card wins the trick and leads next.

⑤ Count
Count the Declarer team's point cards, including the discards.

4 Card ranking

Mighty	Joker	Trump	Suit led	Others
♠A ♦A if spades are trump	beats everything but the Mighty	A › K › … › 2	A › K › … › 2	can't win

The Mighty and the Joker may be played at any time, even when you could follow suit.

5 Joker & Joker Call

- Lead the Joker → **declare any suit**
- The Joker has **no power on the first and last tricks**
- **Joker Call**: lead ♣3 (♠3 if clubs are trump) → the Joker **must be played**, powerless
- No trump lead on the first trick

6 Friend & misdeal

- Usually the Friend is **a named card** (often the Mighty)
- **First-trick Friend**: whoever wins trick 1
- **No Friend**: the Declarer plays alone, 1 vs 4
- A hand with no point cards is a **misdeal** → redeal

7 Scoring

play n hands — highest total wins

Base = **| points taken − bid | + 1**

Winners +, losers − · **Declarer ×2**, Friend and Defenders ×1

Multipliers (stack): **No-Trump ×2** · **No Friend ×2** · **Run ×2** (all 20 points) · **Back Run ×2** (Defenders take 10+)

Example	Base	Decl.	Friend	Each def.
Bid 14, took 16 → made	3	+6	+3	−3
Bid 15, took 12 → failed	4	−8	−4	+4
No Friend, bid 15, took 16	2	+8	–	−4

✎ House rules

Every group plays Mighty a little differently — agree before you start

Minimum bid	13	Joker Call card	♣3
Changing trump	+1 / No-Trump +2	Trump lead on trick 1	not allowed
Back Run	Defenders 10+	Misdeal	0 point cards
Number of hands	5	Other	

★ First game?

Unsure of the Friend? Play as a Defender · Feed points to tricks your side wins

Free to print, copy and share · Grey values are common defaults — change them to suit your table