

# Jeux de tarot

William Moore

1st Edition



<b>License</b> .....	<b>5</b>
<b>Introduction</b> .....	<b>6</b>
<b>Converting Between Tarot Decks</b> .....	<b>6</b>
Italian Suited.....	6
Universal Waite.....	6
<b>Le Tarot Français</b> .....	<b>7</b>
Set Up.....	7
Game Play.....	7
Bids (from lowest to highest).....	7
Tricks.....	7
Pip Rankings.....	8
Card Values.....	8
The Excuse.....	8
End of the Hand.....	8
Scoring Bonuses.....	9
Scoring.....	9
End of the Game.....	10
Variants.....	10
For 2 Players.....	10
For 3 Players.....	10
For 5 Players.....	10
Teams.....	11
<b>La chasse au trésor</b> .....	<b>12</b>
Set Up.....	12
Game Play.....	12
End of the Game.....	12
<b>La Pyramide</b> .....	<b>12</b>
Set Up.....	13
Game Play.....	13
Card Values.....	13
End of the Game.....	13
<b>Le Tarot de Moore</b> .....	<b>15</b>
Set Up.....	15
Game Play.....	15
End of the Hand/Game.....	15
Scoring.....	15
<b>Scarto</b> .....	<b>16</b>
Set Up.....	16
Game Play.....	16
End of the Game.....	16

<b>Tarocchini.....</b>	<b>18</b>
Set Up.....	18
Game Play.....	18
Atouts, tarocchi, and their names.....	18
End of the Hand/Game.....	18
<b>Tarocchi Siciliani.....</b>	<b>21</b>
Set Up.....	21
Game Play.....	21
End of the Hand/Game.....	21
Scoring.....	21
<b>Tarock.....</b>	<b>22</b>
Set Up.....	22
Game Play.....	22
End of the Hand/Game.....	22
Scoring.....	22
<b>The Shard.....</b>	<b>23</b>
Set Up.....	23
Game Play.....	23
Value of Cards.....	23
Attacks.....	24
End of the Game.....	24
<b>Troggu.....</b>	<b>25</b>
Set Up.....	25
Game Play.....	25
Misere.....	25
Exchanges.....	25
Play.....	25
End of the Hand/Game.....	26

*To Nina Nadu, my lovely wife, and to my wonderful children Olivia and Henry.*

## License

This work is licensed under the Creative Commons BY-NC-SA 4.0 License. To view a copy of the license, visit <https://creativecommons.org/licenses/by-nc-sa/4.0/legalcode>

# Introduction

Welcome to "tarot card games". I chose a French title despite not knowing the language because it is from this country that I first learned the game. The goal of this document is to contain as many of the rules possibly found through Internet searches and word of mouth on rules using tarot cards, including any possible modern games that are public domain or otherwise permitted for me to produce here. The first game, French tarot, introduces some of the base terminology as they stand for French tarot. As such, it is included here first as it contains much of the rules used by a few other trick-taking tarot games. All other rules are intentionally alphabetized afterwards.

You might be asking yourself, "self, why didn't he include the XYZ game?" It might be due to the nature of the licensing of the game. Also, it might be because the game didn't appeal to me and was way too complicated than necessary.

So, without further "palabre", enjoy!

## Converting Between Tarot Decks

Before going into the rules, it is worth mentioning there might be some issues with different decks and their suits. This section discusses how to convert understanding between each suit and their associated decks with the French suits.

### Italian Suited

**Author:** Unknown

- Cups are equivalent to Hearts
- Coins are equivalent to Diamonds
- Swords are equivalent to Spades
- Baton/Staves are equivalent to Clubs

### Universal Waite

**Author:** William Moore

- Cups are equivalent to Hearts
- Pentacles are equivalent to Diamonds
- Swords are equivalent to Spades
- Wands are equivalent to Clubs

# Le Tarot Français

**Author:** Unknown

**Number of Players:** 4 (with variants for different numbers)

This is a very, very, very old game that was introduced into France sometime in the 16th century, most likely through Italy. The goal of the game is to have the most number of points after a series of hands.

## Set Up

- Any French-suited tarot deck will suffice
- Something to keep score

Assemble 4 players. The players all agree on a number of hands that will be played. Shuffle the deck. Next, deal one card to the middle and then deal 3 cards to each player. Continue this until there are 18 cards in each player's hand and 6 in the middle, called the "chien". The player to the right of the dealer goes first in bidding.

## Game Play

Each player makes a bid trying to outbid the other. If no bids are made, all players "throw in their" hands by giving their cards to the dealer, who also picks up the chien, and hands the deck to the next dealer to shuffle and start a new game. The winner of the bid is called the "taker".

### Bids (from lowest to highest)

**Petite** - If the bid, the taker will take the chien after showing it to the other players.

**Garde** - If the bid, it is the same as petite but a higher bid.

**Garde sans le chien** - If the bid, nobody looks at the chien but the taker will get it once all cards are discarded and played.

**Garde contre le chien** - If the bid, nobody looks at it and the opponents get the points once all cards are discarded and played.

If petite or garde were the bids, the taker shows the chien to the other players and places them in their hand, they now discard face down 6 cards that are not atouts, kings, or the excuse (fool). If they cannot discard anything, they may discard atouts that are not a bout (1, 21, or excuse).

### Tricks

Each round is called a "trick". The taker plays a card from their hand called "leading". All players must play a card from the suit of that card, preferably higher. If they do not have any cards of that suit, they may play an atout card. If an atout is the highest suit, an atouts must be played. The winner of the trick is the one with the highest card of that suit or atouts. The play order starts with the taker and proceeds to the right until all players play a card. And this is the end of the trick. The winner of the trick takes all the

cards and places them into their trick pile. They will now lead the next trick. For example, if there are 2 aouts played: 21 and 5. In this case, the winner of the trick is the player who played 21.

## Pip Rankings

Pips have different definitions of what is high depending on the suit. With the black suits (clubs and spades), 10 is the highest valued pip and 1, or Ace, is the lowest. The red suits (diamonds and hearts) have the ranking of the pips reversed, which means 1, or Ace, is the highest ranking pip and 10 is the lowest.

## Card Values

Each card has a value when won in a trick. The following are their values:

- Bouts (21, 1, and excuse) = 4.5 points each
- Kings is 4.5 points each
- Queens is 3.5 points each
- Knights is 2.5 points each
- Jacks is 1.5 points each
- Everything else: 0.5 points each

## The Excuse

Playing the excuse is an irregularity in the rules. If a player has the excuse in their hand, they may play it at any time regardless of what was led or the player has that suit. However, the excuse may not win the trick.

If the trick is led with the excuse, the next player determines the suit.

If the excuse is not played on the last trick, the player who played the excuse will keep the card in their trick pile regardless if they won the trick or not. If the player playing the excuse is not the winner of the trick, they must hand over from their trick pile a 0.5 card (more on this later) and hand it to the winner. If they do not have a 0.5 card, the moment they do, they must hand it to the player that had an excuse played during their winning trick.

If the excuse is played on the last trick, the winner of the trick gets the excuse.

## End of the Hand

The hand ends once there are no more cards in any player's hands.



## Scoring Bonuses

### Poignée

Before play starts, if a player has a certain number of atouts, they will gain a poignée bonus. They are as follows:

- 10 atouts is 20 points (single poignée)
- 13 atouts is 30 points (double poignée)
- 15 atouts is 40 points (triple poignée)

To declare a poignée, the player with the correct numbers must show them before the first trick is played. The excuse is, for the purposes of a poignée, counted as an atout. The winner of the hand gets the poignée, even if they are not the one who declared it.

### Petit au bout

If the 1 of atouts is played in the last trick, the winner of the trick gets 10 points.

### Chelem

If a player takes all the tricks in the game, they will score a bonus if announced in advance.

- **Chelem annoncé** - a player (often the taker) announces chelem before the beginning of play. If they succeed, they receive 400 points. If they fail, they lose 200 points.
- **Chelem non annoncé** - a player wins all the tricks without announcing it and receives 200 points.

## Scoring

At this point, the taker counts their trick pile points and the opposing players pool their tricks and count their card points.

First, the bid is applied. If petit, garde, or garde sans le chien bids were made, the chien cards are added to the taker's trick pile. If the bid was garde contre le chien, these are added to the opponent's trick pile.

Now, calculate the points won or lost by the taker. First, the taker receives 25 points. Next, determine the card point difference from a value based on how many bouts the has. For the following bouts won the taker subtracts:

- 3 bouts means a taker subtracts 36 card points
- 2 bouts means a taker subtracts 41 card points
- 1 bout means a taker subtracts 51 card points
- 0 bouts means a taker subtracts 56 card points

Then, apply the petit au bout bonus if acquired or subtract if the opponents acquired it. Next, multiple the value by the bid:

- For petite, multiply by 1
- For garde, multiply by 2
- For garde sans le chien, multiply by 4
- For garde contre le chien, multiply by 6

Now, apply any poignée or chelem bonus. For example, by losing chelem annoncé, the taker will lose that many points.

If the taker has a positive score, the players lose that many points and the taker's score is multiplied by the number of opponents. If the taker has a negative score, the players each earn that many points and the taker loses that many points times the number of opponents. At all times, the total score earned by each player of a given hand is 0.

## End of the Game

After all agreed upon hands are played, calculate the total scores. The player with the highest score wins.

## Variants

### For 2 Players

**Author:** William Moore

Each player is dealt 36 cards in groups of 6 cards. The poignée atouts are changed as follows:

- Single poignée requires 15 atouts
- Double poignée requires 18 atouts
- Triple poignée requires 21 atouts.

Otherwise, the rules are the same as four-player French Tarot.

### For 3 Players

**Author:** Unknown

Each player is dealt 24 cards in groups of 4 cards. The poignée atouts are changed as follows:

- Single poignée requires 13 atouts
- Double poignée requires 15 atouts
- Triple poignée requires 18 atouts.

Otherwise, the rules are the same as four-player French Tarot.

### For 5 Players

**Author:** Unknown

Each player is dealt 14 cards in groups of 2 cards. The chien contains 7 cards. Otherwise, the rules are the same as four-player French Tarot. The poignée atouts are changed as follows:

- Single poignée requires 5 atouts
- Double poignée requires 8 atouts
- Triple poignée requires 10 atouts.

## Teams

Players are divided into groupings matching the number of players. For example, if you have 8 people, there will be 4 teams of players

# La chasse au trésor

**Author:** William Moore and the creator of the public domain pyramid solitaire game

**Number of Players:** 1

There is a library just full of treasure waiting for someone like you, who plays a magician, to recover it. The catch is there are monsters inside guarding them and you are too young to know any spells. Can you find them all or perish while trying?

## Set Up

- Any 78-card tarot deck will suffice

Remove the atouts from the deck and place them face up in order starting with the excuse, moving to one and all the way through 21. This represents your damage. Next, shuffle the remaining cards as the journey deck.

## Game Play

Play cards from the journey deck face up in quartets each turn.

Each card suit has a particular meaning. Diamond suited cards represent treasure and may only be picked up once all conflicts are resolved. Heart suited cards represent healing potions and may be picked up and stored for later or used immediately to heal 1 - 14, in case of the King of Hearts, worth of damage. Club suited cards are spells that are used for conflict resolution and may be stored for later use or used in the immediate conflict. Spade suited cards represent monster conflicts and can only be resolved through casting spells. If a conflict cannot be resolved, take damage equal to the summation of the value of the conflicts 1 - 14, in the case of the King of Spades, and remove that many cards from the atouts. For example, players start with 0 damage (the excuse).

Once all cards are removed from the damage pile, the player teleports out of the library and the game ends. Once all cards are exhausted in the journey deck, the player teleports out of the library and the game ends. Finally, the player may at any time teleport out of the deck and the game ends.

## End of the Game

Once the game ends, calculate the value of the diamond suited cards (1, or Ace, is the lowest and King is highest with a value of 14). This is your score.

# La Pyramide

**Author:** Unknown

**Adapted by:** William Moore

## Number of Players: 1

The goal of this solitaire game is to capture as many points as possible of a pyramidal layout of cards while aiming to capture either all the cards or the top before the draw deck runs out of cards.

## Set Up

- Any 78-card tarot deck will suffice

Lay out a pyramidal structure using a single card in each part of the layer. So, the top row will have one card. The row below will have two adjacent cards. The one below will have one 2 adjacent cards. And so on until you reach the number of rows for the game. Next, place 1 more card on all but the top row. Repeat the pattern until the bottom row is reached where each stack of cards in the bottom row has the number of cards as the rest of the stacks on the same row. The last row should have the most cards per stack. Flip over the top card of each row. All remaining cards are placed face down as the "draw deck". You now have a tarot pyramid!

## Game Play

Try to pair up cards that total to 21 or are an atouts plus a single, adjacent card on a "free stack". A free stack is the bottom-most stack on the pyramid, which may or may not be the same row. Atouts may also be paired with other atouts if they total to 21. When two cards are paired, capture them into the capture pile, face up. The excuse must be paired with another card, but will always cause a pair. The 1 or 21 atouts are captured without pairing.

The only way to proceed to a higher up row is by capturing an entire pile, creating a free stack accessible only to those that are adjacent to another free stack.

If no card is able to be paired for capture using the free stacks, reveal a card from the draw deck by taking the top card of the draw deck and flipping it face up. If a pair using this card is still not possible, discard it and keep revealing cards until a pair is possible.

## Card Values

For the purposes of pairing, cards are assigned a certain value. First, atouts always cause a pair with the suited cards, regardless of face. Next, the court has less than atouts, but higher than pip values: kings are worth 14, queens are worth 13, knights are worth 12, and jacks are worth 11. Finally, pips, which are 1 (or Aces) to 10, are worth their pip value.

## End of the Game

Once the draw deck is exhausted; there are no more cards in the pyramid; or the top card of the pyramid is captured, the game ends and the player scores their captured cards. The excuse is worth 0 points. The 1 and 21 atouts are worth 5 points each. The other atouts are worth 4 points each. The court is worth 3

points each. The pips are worth 1 point each. If the entire pyramid is completed, add 2 extra points. If the top card is captured, also, add 2 extra points. It is possible to get 4 extra points for capturing the entire pyramid.

# Le Tarot de Moore

**Author:** William Moore

**Number of Players:** 4

## Set Up

- Any 78-card tarot deck will suffice
- Something to keep score

This is based on Le Tarot Français. As such, what is noted here are the differences. From the pip cards in the diamond suited cards, remove the 4 through 1, or Ace, cards. From all others, remove the 5 through 1, or Ace, cards. There is no bidding in the game. Instead, the winner of each hand will get the chien.

## Game Play

Game play is exactly the same as Le Tarot Français except with a smaller deck.

## End of the Hand/Game

The game ends exactly the same as Le Tarot Français except pointing and scoring is different. The winner of the hand is the one who scores the most points.

## Scoring

Each player gathers their trick pile and groups them into quadruplets. Each quadruplet is worth the value of the cards. If there are any cards remaining after the quadruplets, subtract 2 points from each card.

- The bouts are worth 30 points.
- The kings are worth 15 points.
- The queens are worth 14 points.
- The knights are worth 13 points.
- The jacks are worth 12 points.
- All other cards are worth 1 point.

# Scarto

**Author:** Unknown

**Number of Players:** 3

Scarto is an Italian game using tarot decks that translates to "waste".

## Set Up

- Any 78-card tarot deck will suffice

Choose the dealer at random using any agreed upon method. The dealer deals packs of 5 cards to each player until each player has 25 cards. The last 3 remaining cards are placed in the dealer's hand who then selects 3 cards from their hand that are not a king or the bouts with the excuse only discarded if no other atouts are available.

## Game Play

The first trick is led by the player to the right of the dealer and each subsequent trick goes to the right of the current lead. The lead will lead with any card in their hand and each player, moving to the right, must discard (play) a card of the same suit. If they cannot discard a card of the same suit, called "following suit", they may discard an atout. If they cannot discard an atout, they may discard any card knowing full well they cannot win the trick in this manner. The winner of the trick is the one who discards the strongest card. The winner takes the discarded cards, groups them together, and places them on their trick pile. The strength starts with atouts and goes down through the lead suit. For example, the 1 atout is stronger than the king but not as strong as the 21 atout. For spades and clubs, or clubs and swords, the King is stronger than Jack, which is stronger than the 10, which is stronger than the 1, or Ace, depending on the deck. For hearts and diamonds, or cups and either pentacles or coins, the King is stronger than Jack, which is stronger than the 1 or Ace, which is stronger than the 10. Game play continues until there are no more cards in the player's respective hands.

## End of the Game

Once all cards in the all player's hands are discarded, the game ends and the scoring begins. In groups of 3, each player counts the face cards, which the bouts count as face cards for scoring. The scores are as follows:

- Roi (King) is worth 5 points.
- Dame (Queen) is worth 4 points.
- Cavalier (Knight) is worth 3 points.
- Valet (Jack) is worth 2 points.
- The bouts are worth 5 points.

Players then subtract 26 from their points and the player with the highest score is the winner.





# Tarocchini

**Author:** Unknown

**Players:** 2 - 7

This Italian tarot game from Bologna dates back to possibly the early 16th century and has changed very little since then.

## Set Up

- Any 78-card tarot deck will suffice, or, alternatively, the Tarocco Bolognese deck may be used

Before play begins, if the 78-card tarot deck is used, remove the 2-5 pip cards of all suits. Shuffle the deck and deal to all players using the French tarot rules.

## Game Play

Play is similar to the French tarot rules, including suit rankings. Once all players have no cards in their hands, the game ends.

### Atouts, tarocchi, and their names

The atouts are given different rankings. First, the excuse is called the Matto and is the lowest rank, even lower than the pip cards. Next, the 1 atouts is called the Begato and is ranked higher than Kings. After that are the Moretti, which are 2 through 5 atouts. After that, following their card value, are 6 through 17 atouts and called the numeri di scavezzo. The next four cards are ranked higher than the numeri di scavezzo, but have assigned names and are called the grande. The 18 atouts is called Luna. The 19 atouts is called Sole. The 20 atouts is called Mondo. Finally, the 21 atouts is called Angelo and is the highest ranked card. The tarocchi are the grande and Matto cards. The Matto and the Begato are collectively known as the contatori.

## End of the Hand/Game

Once all cards are played, players count the combinations of cards that they have in their trick pile. Here are the associative combinations that are possible:

- Three tarocchi is worth 18 points, but all four are worth 36 points.
- Three Kings are worth 17 points, but all four are worth 34 points.
- Three Queens are worth 14 points, but all four are worth 28 points.
- Three Knights are worth 13 points, but all four are worth 26 points.
- Three Jacks are worth 12 points, but all four are worth 24 points.

Next, players calculate the point totals of each card in the trick pile. The following table shows the point values:

<b>Name of the Card</b>	<b>Card Points</b>
Angelo	5
Mondo	5
Sun	1
Luna	1
Numeri di scavezzo	1
Moretti	1
Begato	5
King	5
Queen	4
Knight	3
Jack	2
Pips	1
Matto	5

Next, calculate the cards by sorting the trick pile in sequence, called "cricche". For each cricche, the contatori may not be used to substitute the Angel or any King. If it is an atouts, the sequence ends when a contatori is used as a wild card, unless they are used as wild for the 16 atouts or a grande card.

For each cricche, if a pre-condition is met, they are worth 10 points and all extra cards that are defined by that sequence are worth additional 5 points each card. They are pointed when removed from the trick pile as follows:

- If the Angel and at least of the next three grande are in the trick pile, all consecutive numbered atouts are considered the "extra cards."
- If the King and at least two face cards of the same suit in the trick pile, the 1, or Ace, of the same suit is considered an "extra card."
- If the two Moretti and another that may be considered wild in the trick pile, up to 6 total cards, including any wild cards, are considered the "extra cards."
- If two Aces plus a third are in the trick pile, up to six 1, or Aces, with wild-cards are considered "extra cards."

If three or more cricche are made, double the points received.

The player with the highest score wins. If tied, the game ends in a draw between the players with the same score.

# Tarocchi Siciliani

**Author:** Unknown

**Number of Players:** 4

This is a form of tarot played traditionally in Sicily.

## Set Up

- Any 78-card tarot deck will suffice
- Something to keep score

From the diamond suited cards, remove the 3 through 1, or Ace. From every other suit, remove the 4 through 1, or Ace.

## Game Play

Game play is exactly the same as Le Tarot Français except with a smaller deck.

## End of the Hand/Game

The game ends when no player has cards in their hand. The winner of the hand is the one who scores the most points.

## Scoring

Each player gathers their trick pile and groups them into triplets. Each triplet is worth the value of the cards minus 2. If there are any remaining cards, subtract only 1 point from the value instead of 2.

- The bouts are worth 10 points.
- Atouts 19, 18, 17, and 16 are worth 5 points.
- The kings are worth 5 points.
- The queens are worth 4 points.
- The knights are worth 3 points.
- The jacks are worth 2 points.
- All other cards are worth 1 point.

# Tarock

**Author:** Unknown

**Number of Players:** 4

A German version of tarot.

## Set Up

- Any 78-card tarot deck will suffice
- Something to keep score

From the pip cards in the red suits (diamonds and hearts), remove the 10 through 5 cards. From the pip cards in the black suits (clubs and spades), remove the 6 through 1, or Ace.

## Game Play

Game play is exactly the same as Le Tarot Français except with a smaller deck.

## End of the Hand/Game

Hands and games end exactly the same as Le Tarot Français except pointing and scoring is different. The winner of the hand is the one who scores the most points.

## Scoring

Each player gathers their trick pile and groups them into triplets containing one "counting" card (bouts or one courts) and 2 low cards. Each triplet is worth the value of the counting card. If there are no more counting cards, but more triplets, each triplet of low cards is worth 1 point. It is entirely possible that there are remaining cards that are not in triplets for a player. Two low cards in this case are worth 1 point and 1 low card would be worth 0 points.

- The bouts are worth 5 points.
- The kings are worth 5 points.
- The queens are worth 4 points.
- The knights are worth 3 points.
- The jacks are worth 2 points.
- The low cards are worth 1 point.

# The Shard

**Author:** William Moore

**Players:** 2 - 6

*Inspired by aspects of Gnostica.* In the Void lies a limited area known as "the Shard". The Shard are interconnected worlds created by very powerful and immortal wizards. Each one powerful and vying for space inside this limited area. It is here that you will struggle with others for control of this limited but vast area. Can you win this struggle to be the dominant wizard in the Shard?

## Set Up

- Any 78-card tarot deck will suffice
- Indicators in the form of lots of tokens, dice, or indicators of some kind that can fit on a tarot card

Shuffle the 78-card deck and deal out 5 cards to every player. Determine who goes first and how many rounds will be played. Set the remaining cards face down in the middle of the playing field. This is the Shard deck.

## Game Play

At the start of their turn, the player draws one card from the Shard deck. If the Shard deck is exhausted, shuffle the discard deck and use this new one. Next, the player may take one action:

- play an atouts card with a number of diamond-suited cards with equal value (explained later) to the atouts number, but it must be adjacent in some fashion to an existing card if not the first one, and place one indicator on the card (if dice are used, start at the first pip).
- Upgrade the atouts by spending a number of hearts-suited cards with equal value and updating an indicator if dice are used (move it up one pip) or add an indicator.
- Move one card by spending a number of clubs-suited cards with equal value to the atouts number.
- Attack atouts by spending a number of spades-suited cards with equal value of the atouts that is attacked.

When cards are played from the hand, they are laid face down. Once they are resolved, they are placed face up into the discard pile.

## Value of Cards

Every suited card has a point value based on their face. Here are the categories and their points:

- Kings are worth 5 points.
- Queens are worth 4 points.
- Knights are worth 3 points.
- Jacks are worth 2 points.
- Pips are worth 1 point.

## Attacks

Attacks are fairly straight-forward. One player declares the player they're attacking and which atouts. The attacking player selects spades-suited cards from their hand and calculates their value. Once the attacking player has chosen all their spades-suited cards desired, the defending player selects hearts-suited cards to reduce the damage. Once the defending player has played all the hearts-suited cards desired, any remaining damage goes into their atouts. Remove enough indicators, or turn down enough pips on dice, starting with the outermost atouts cards and moving inward, to cover the remaining damage. When an atouts card does not have any pips on it, the card is discarded.

## End of the Game

The game ends once the number of rounds that were determined during set up are reached. Next, all players count the number of indicators, or pips on their dice. This is their player score. The player with the highest player score wins the game. It is possible for ties between players. This only means that the wizards agreed to share victory (and space in the Shard). All other players are ejected from the Shard.



# Troggu

**Author:** Unknown

**Players:** 3 - 6

Troggu is a tarot card game originating in Switzerland.

## Set Up

- Any 78-card tarot deck will suffice
- Something to keep score

Remove from the "red" suits the 7 through 10 and remove from the "black" suits the 4 through 1, or Aces. The high to low rankings are the same as French tarot.

## Game Play

Each player will receive a number of cards in a grouping and to the "Tapp", which is in the center. Deal to players a number of cards that depends on the number of players:

- For 3 players, deal to each player 6 + 6 + 6 groupings of cards.
- For 4 players, deal to each player 4 + 4 + 5 groupings of cards.
- For 5 players, deal to each player 4 + 4 + 3 groupings of cards.
- For 6 players, deal to each player 4 + 5 groupings of cards.

The remaining cards are placed in the Tapp. One player, called the Tappist, is chosen and the rest form a temporary team. Each player, starting with the Tappist, can say "ich nehm's", "ich gehe", or solo. If no solo and someone says "ich nehm's", the game goes onwards.

## Misere

If everyone says "ich gehe", a Misere is played. No one receives the Tapp. The dealer leads the first trick and nobody is on the same team. The objective is to not get more than 58 points.

## Exchanges

If there is no soloist, the Tappist takes the Tapp into their hand and discards that many cards face down. The exception is that no bouts or kings may be discarded. Another exception is if the Tappist holds all 4 kings, they may be discarded all of them if desired.

If someone said "solo" earlier, they are the Soloist and they may not look at or draw from the Tapp.

## Play

Either the Tappist or the Soloist leads the trick with players to the right following the suit. A trick is won just like in French tarot.

## End of the Hand/Game

Each side counts the cards in their tricks with Tappist and Soloist including the Tapp in their totals. The scoring is as follows:

- Bouts are worth 5 points each.
- Atouts 2- 20 are worth 1 point each.
- Kings are worth 5 points each.
- Queens are worth 4 points each.
- Knights are worth 3 points each.
- Jacks are worth 2 points each.
- Pips are worth 1 point each.

The winner is the one with more than 58 points, in which the Rappen is given to them. If a tie, the Rappen is not given out. The basic stake is 10 Rappen. This means if the Tappist or Soloist win, they receive 10 Rappen from each player. If the rest of the players win, they receive 10 Rappen from the Tappist or Soloist. For example, a Tappist will receive 40 Rappen for winning a 5 player game. In a Misere game, the player with the most points must pay 10 Rappen to all other players. For example, if the dealer wins a 5 player game, they must pay 10 Rappen to all players.