

About

Many countries and regions in Europe have their own version of Tarock. Slovenian Tarock can be played by four players in fixed partnerships (but many would prefer to play Königrufen with four). As a three-player game, Slovenian Tarock is a game requiring good judgement and a fair degree of skill. In Slovenia, there are regular 3-player tournaments, and a rating system is maintained for players through the Slovenian Tarock Association.

Players	Three players	Cards	Industrie und Glück ('Diligence and Fortune') 'Austrian Tarock deck' 32 suited cards (♥♦♣♠) + 22 tarocks = 54 cards
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Deal	First, a group of 6 cards in a line to form the talon (kitty). Second, deal the remaining cards in groups of 8. If any player has received no tarocks they may request a redeal if they wish.	Rank & Card Points	In red suits (♥♦): K, Q, R, J, 1, 2, 3, 4 4, 3, 2, 1, 0, 0, 0, 0 In black suits (♣♠): K, Q, R, J, 10, 9, 8, 7 4, 3, 2, 1, 0, 0, 0, 0 Tarocks: Skis, 21, 20, 19..... 1 (as Joker, XXI, XX, XIX..... I) 4 4 0 0 4
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Details	Emperor trick	If the Skis (the 'Fool' / 'Joker'), Mond (XXI) and Pagat (I) are played to the same trick in any order, the trick is won by the pagat. <i>Exception... does not apply in colour valat if a non-trump is led.</i>
	Radli	All players acquire a radlic whenever a klopecki, beggar, without or any valat is played. These are recorded as an open circle for each player. Radli have the effect of doubling the score for the hand when a klop is played, and also doubling the score for the hand when a player undertakes a contract as the winning bidder. After a radlic has had this doubling effect, it is then cancelled by drawing a cross through the open circle. At the end of the game, if any players have uncancelled radli, 100 points is deducted from their score for each of these.
	Compulsory emperor trick in klop	If the Mond and Skis are played as the first two cards to a trick (in any order) during a klopecki, the third player must play the pagat (if they hold it) and the pagat wins the trick. This does not count as a lost Mond.
	Lost Mond	In a 'three', 'two', 'one' or 'without' - A player who's Mond (XXI) is captured by the Skis (Joker) loses 21 points. This is also incurred if a player chooses to leave the Mond in the talon.

Scoring

In a klopecki, all players score their (negative) points in their own column.

In all other situations, the player who won the bidding is the only person against whom points are recorded. Positive points scored in a hand (from successful contract and / or announcements) are combined with negative points from the hand (from failed contract and / or announcements... or opponents' successful announcements) and this combined value is scored for that player. The exception is the penalty for lost Mond, which is scored against the player who lost it.

Bidding

Forehand says nothing at first. The 'three' and 'klopecki' are available only to forehand, and only in the event that the other players both pass their first opportunity. The bidding is begun by the player on forehand's left. This player may pass, but if they want to bid, their minimum bid is 'two'. Each player in turn must either pass or bid. A player who passes cannot later re-enter the bidding. The bidding ends when 2 players pass consecutively. There is a priority order in the bidding. The player left of the dealer (forehand) has the highest priority, followed by the other player and then the dealer. If you have higher priority, you need only match the bid of a lower priority player. If you have lower priority, you must either pass or bid a higher contract. If the other two players pass their first opportunity, forehand is free to name 'klopecki', 'three' or any other contract.

Contract and Announcements

Once the winner of the bidding has been established, that player exposes the talon (kitty) for all to see (if the contract is three, two or one), before exchanging cards and discarding. 5-point cards – *the kings and the cards of the trula (Skis, XXI and I)* – may not be discarded. Other tarocks can be discarded, but they must be shown to the other players first, so all players know how many tarocks are in play. The player's discards count to their own tricks, while cards that the player did not take from the talon count towards the defenders' tricks. After discarding, the player announces any bonuses. The defenders may then announce 'kontra' to the main contract or any announcements the player has made (this doubles the score for those pieces) and can also announce bonuses of their own. Finally, the player has a chance to announce kontra to any bonuses announced by the defenders.

Contracts: *Players must follow suit.... if unable, they must play a tarock. Players never obliged to try to win the trick – except in Klopecki and Beggar.*

Klopecki	All players subtract their card points unless one either 'wins' or 'loses'.	Object is to take as few card points as possible. If a player takes more than 35 points, 70 is subtracted from their score (and the other players lose nothing). If a player takes no tricks at all, they have 70 added to their score (and the other players lose nothing). Otherwise, all players subtract the points that they took (rounded to the nearest 5). <u>You must beat the highest card on the table if possible.</u> <u>You are not allowed to play the pagat (I) unless it is your only trump.</u> After each of the first 6 tricks, one talon card is exposed and given to the trick winner to count towards their points won. No bonuses can be announced in a klop.
Three	10 points +/- the diff from 35	Talon is exposed in two groups of three. Pick one of these groups and exchange 3 cards with the talon. Take at least 35 whole card points plus 2 cards. Can be raised to colour valat after talon exchange.
Two	20 points +/- the diff from 35	Talon is exposed in three groups of two. Pick one of these groups and exchange 2 cards with the talon. Take at least 35 whole card points plus 2 cards. Can be raised to colour valat after talon exchange.
One	30 points +/- the diff from 35	Talon is exposed as 6 individual cards. Pick one of these cards and exchange 1 card with the talon. Take at least 35 whole card points plus 2 cards. Can be raised to colour valat after talon exchange.
Without	80 points +/- the diff from 35	No cards from the talon. The talon is left unexposed. Take at least 35 whole card points plus 2 cards with the cards that you were dealt i.e. no use of the talon at all.
Colour valat	100	No cards from the talon. The talon is left unexposed. Trumps function as an ordinary 5 th suit. A player who cannot follow suit must still play a 'trump' i.e. a tarock, but the tarock will not win the trick. If a tarock is led to a trick, then the highest tarock played wins the trick. No bonuses.
Beggar	125	No cards from the talon. The talon is left unexposed. Lose every trick. <u>You must beat the highest card on the table if possible.</u> <u>You are not allowed to play the pagat (I) unless it is your only trump.</u> No bonuses.

Announcements:

Kings	Silent: +/- 10 Announced: +/- 20	Take all four kings in tricks. In the case of the defenders, this does not require all four cards to go to the one defender
Trula	Silent: +/- 10 Announced: +/- 20	Take the Skis (Joker), Mond (XXI) and Pagat (I) in tricks. In the case of the defenders, this does not require all three cards to go to the one defender.
Pagat	Silent: +/- 25 Announced: +/- 50	Win the final trick with the Pagat (I). You be holding the pagat to announce this. Further, you must withhold the pagat until the last trick. It can only be played earlier if there is no legal alternative. In the case of the defenders, it is not enough for the partner to win the last trick containing the pagat. The pagat itself must win the last trick).
Valat	Silent: +/- 250 Announced: +/- 500	Take all the tricks. Announcing valat cancels all other bonuses that have been announced by any player.