

Tarokk

HARD

The Game

Paskievics Tarokk is a Hungarian game for 4 players, played with a 42 card Tarot deck. There are 22 Tarokks: Skíz, XXI down to Pagát (I); and 5 cards in the side suits: King, Queen, Rider, Jack, then a black 10 or a red Ace. The game is played counter-clockwise. After shuffle and left hand cutting, the dealer deals out the cards: 6 cards to the talon, a round of 5 cards to each player, then a round of 4 cards. A bidding round then starts with the dealer's right.

Bidding

A player is only allowed to bid if they're holding an Honour (Skíz, XXI, Pagát) card. A player's first bid can only be higher than the last announced bid. Players speaking earlier can hold later bids. An invitation bid or yielded game are special bidding scenarios when a player holding the XX, XIX or XVIII (and a usually a High Honour) wants to partner up with another bidder, and thus signals this during the bidding phase. To invite/yield holding the Pagát, Pagátulti MUST be announced later during announcements! If someone bid 3, and another player raises to 2, the player bidding 3 must hold the bid of 2, unless he holds the XX, then he's allowed to pass, thus signalling a Yielded game.

The Declarer will be the player who has bid the highest.

| Bid | Value | Talon cards (Declarer/others) | Invitation bid | Yielded game |
|-------|-------|----------------------------------|--|---|
| Three | 1 | 3/1/1/1 | With XIX: skipping 1 bid level eg: Two,one,pass,pass,PASS With XVIII: skipping 2 bid levels eg: One,solo,pass,pass,PASS | With XX: Not holding a 2 bid. Eg. A: Three, B:two, C:pass, D:pass, A:PASS |
| Two | 2 | 2/2/1/1 | | |
| One | 3 | 1/2/2/1 | | |
| Solo | 4 | 0/2/2/2 | | |

Talon Exchange (Skart)

Declarer draws first from the talon (if applicable), then the others starting on their right. Everyone Skarts (discards) the same number of cards that they drew, closed. **Kings, Honours or the to-be-called tarokk cannot be discarded.** Number of skarted tarokks must be announced, Declarer must also show them. The Declarer's skart is counted for their points, **the rest of the skart counts for the opponent's points.**

Announcements

The announcement phase starts with the Declarer, who makes them in this order: **1. Number of tarokks (if 8/9, optional) 2. Call a tarokk (XX by default) 3. Bonuses (optional) 4. Go/Pass.** For example: Eight tarokks, I call the twenty, trull, pass.

| Bonuses | Explanation | Points silent/announced |
|-------------------------------------|--|----------------------------|
| Trull | Taking the Skíz, XXI and Pagát in tricks. | 1/2 |
| Négy Király (Four Kings) | Taking the four kings in tricks. | 1/2 |
| Dupla játék (Double Game) | Taking 71 card-points. (max 23p for the opponents) | x2/x4 game value |
| Volát | Taking all tricks. | x3/x6 game value |
| Pagátultimó | Pagát wins in the last trick. | 5/10 |
| XXI fogás (XXI catch) | Skíz takes the opponent's XXI. | 21/42 |
| Eight tarokks | Paid immediately if stated during announcements by other 3 players, or only from partner if stated at the end. | -/1 |
| Nine tarokks | | -/2 |
| Kontra, Rekontra (Double, Redouble) | Doubles the value of the game or bonuses (separately). | x2/x4 game or bonus value |

The Declarer's partner will be the player holding the called Tarokk. When an invitation bid was accepted, the inviting card **MUST** be called as the partner. This partnership might be secret, or in case of an invitation bid: already known. Other players can announce bonuses, or kontra the other team's announcements, starting with the declarer's right. **If an opposition player** wants to announce something and the partnerships are not clear yet, they must **ALSO** kontra something that the declarer has announced.

Playout

First card is led by the player to the dealer's right. **Players have to follow suit if possible, and play a tarokk if void of the led suit.** It's not mandatory to take the trick. A trick is won by the highest tarokk in it, or the highest card in the called suit, if no tarokks were played. Winner of a trick leads to the next trick.

Scoring and Payment

Declarer's team has to take minimum 48 card points to win the game.

Card point values:

Skíz, XXI, I, King: **5p**

Queen: **4p**

Rider: **3p**

Jack: **2p**

Other cards: **1p**

There are 94 points in total.

Payment = +-Game Value +- Bonuses. Players exchange payment 2 against 2 or less frequently 1 against 3.

Notes on Bonuses

- When a Volát is achieved, any silent bonuses for Trull, 4 Kings or Double game are ignored!
- A silent Pagát Ulti can also fail, then the Pagát doesn't win the last trick.
- When Pagát Ulti is announced the Pagát must be kept for the last trick, or until it's forced out.

Variations

- 4 Kings in some sources is 2/4 points.
- Pagát Ultimó in some sources is 6/12 points.
- Volát can be of the following fixed value in games of 3, 2, 1, Solo:
6/12, 8/16, 10/20, 12/24