

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		
Two	2	2/2/1/1		
One	3	1/2/2/1		
Solo	4	0/2/2/2	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

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