

The Game and the Contract

French game for 3 to 6 players, using a 78-card deck of *Tarot Nouveau* cards, played counter-clockwise. Cards are dealt in batches of 3 to the players, and one by one to a talon (*chien*); the first and last card cannot be dealt to the talon. **4P:** 18 cards, 6 card talon. **3P:** 24 cards, 6 card talon. **5P:** 15 cards, 3 card talon. **6P:** 12 cards, 6 card talon. 3P and 4P is Attacker vs others. In 5P, the Attacker calls a King (or a Queen if he has all 4 Kings) BEFORE the talon is revealed. In 6P, the Attacker calls a King AND a Queen. Their secret partner(s) will be the player(s) with that King (and/or Queen) or he'll play alone if the called card(s) is in the talon, or in their hand. **In the first trick, a card from the partner's suit cannot be led, only if the King itself is led!**

Bidding: A player can pass or bid a higher than previously announced contract. **Discard:** Kings or *Oudlers* (1, 21, Excuse) cannot be discarded, trumps only if there is no other choice.

Contracts and Bonuses

Contract	Explanation	Multiplier
Small	Talon is turned up, attacker takes it and puts the same number of cards aside, hidden. The cards in the aside count for his points.	X1
Guard	Same as Small but more points to win/lose.	X2
Guard Without	Talon is not revealed but whatever is in it will count for the Attacker.	X4
Guard Against	Talon is not revealed and whatever is in it will count for the Defenders.	X6
Bonus	Explanation	Points
Petit au Bout	Winning the trump 1 (<i>Petit</i>) in the last trick.	10
Poignée	Handful of Trumps shown before player plays their first card. 4P: 10/13/15, 5P: 8/10/13, 3P: 13/15/18, 6P: 7/9/11	20/30/40

Playout and Scoring

After the contract has been decided, talon exchange happens if applicable. First card is played by the player to the dealers right. **You must follow suit. If void in the suit, you must play trumps. If someone plays a trump for ANY reason, they must beat the highest trump already in the trick, if possible.**

L'Excuse (jester figure) can be played to any trick. It does not win, but the owner keeps it, and gives a 0.5p card in exchange from their trick pile. It wins the last trick in an announced *Chelem* if all previous tricks were won by the announcer. If played to the last trick in any other situation, it switches sides.

Score points are paid by the loser side to the winner side. Eg. 4P game, Attacker wins, the score is 100, he gets 3x100 from the 3 defenders.

Score = (25 + difference of Goal and card points + Pb)xMu + Pg + Ch

Pb: *Petit au bout*, Mu: contract multiplier, Pg: *Poignée*, Ch: *Chelem bonus*.

Card points and Winning

Oudlers (Trump 1, 21, L'Excuse): 4.5p

Rois: 4.5p

Dames: 3.5p

Cavaliers: 2.5p

Valets: 1.5p

Pip cards and *Atouts* (trumps 2 to 20): 0.5p

91 points total.

Based on the number of **Oudlers** in the attacker's trick pile, they need the following card point **Goals** to win:

3 Oudlers: 36p

2 Oudlers: 41p

1 Oudler: 51p

0 Oudler: 56p

In a 3p and 5p game when odd number of cards can be in a trick pile, any remaining 0.5p is rounded up to 1p for the winning side.