

Tarot

This is a version of Justin D' Cour's reconstruction based on secondary sources of one of the trick taking games based on the tarot. His notes can be found at <http://jducoeur.org/game-hist/game-recon-tarot.html> as well as many other fine many reconstructions.

Take any standard tarot deck where the suits, number, face cards and ranks of the trumps are easily recognizable. This is a trick tacking game. Deal 12 cards to each player, setting side any extras. Starting at the deal's left each player plays on card. You must play a card of the suit led if possible. If not, play a trump, otherwise you can play any card. The highest card played of the suit lead wins the trick unless a trump is played in which case the highest ranked trump played wins. The person who wins the trick takes the cards into his score pile and chooses the card to lead for the next trick.

Trumps rank from XXI down to I.

Male suits (Swords, Staves) rank	K Q Kn P 10 9 8 7 6 5 4 3 2 A
Female suits (Cups, Disks) rank	K Q Kn P A 2 3 4 5 6 7 8 9 10

The Fool (0 of trumps) is a special card. It never counts towards winning a trick but the person playing it can ransom it from the winner's score pile in return for any card from their own if any.

Some decks are marked with roman numerals. For those not familiar the key symbols are I = 1, V=5, and X =10. So they go:

I, II, III, IV, V, VI, VII, VIII, IX, X, XI, XII, XIII, XIV, XV, XVI, XVII, XVIII, XIX, XX, XXI
The Fool is unnumbered or is marked with the 0 or the *

Scoring is a little unusual. You get 1 point for each card captured and bonus points as follows:

King 4	The Fool: 5 points
Queen 3	The World (trump XXI): 4 points
Knight 2	The Magician (trump I): 4 points
Page 1	

Our tradition is to start by deducting 12 point for the 12 cards you each deal and keep playing until someone hits an interesting positive number, such as 50 or 100.

<http://period.tihor.com/tarot.doc>

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