Slovenian Tarok (4 Players)

slovenski tarok

CHEAT SHEET

4 PLAYERS · DEALING TO THE RIGHT · 54 CARDS, 70 CARD POINTS

F After three passes, the Forehand must play one of these.

CONTRACT	TEAMS	VP	TALON	COLOR RULE	TAROK RULE	RISING RULE	TAROKS TRUMP	BONUSES AVAILABLE
One · Two · Three F	*2v2*	**6 · 4 · 2 + distance**	1 · 2 · 3	X	X		X	All
enka · dvojka · trojka **F** Call a King; whoever holds it is your secret partner. Together, capture the most Card Points.								
Solo one · two · three	*1v3*	**12 · 10 · 8 + distance**	1 · 2 · 3	X	X		X	All
solo ena · dva · tri Capture the most Card Points alone.								
Beggar	*1v3*	**14**	none	X	X	X	X	None
berač Win no trick at all, and the Declarer leads. Every player lays their played cards face up, and the Pagat is played only as the last legal card.								
Solo without	*1v3*	**16**	none	X	X		X	None
solo brez Capture the most Card Points alone, and the Declarer leads. The talon goes face down to the defenders.								
Dodge Round F	*none*	**– CP ÷ 5**	drip	X	X	X	X	None
klop One talon card joins each of the first six tricks, counted with the trick. No trick taken: gain 14 VP. Over 35 CP: lose 14 VP, and nobody else scores that hand. The Pagat is played only as the last legal card.								
your contract								
your contract								

BONUSES

		SILENT	ANNOUNCED	
Trull	*Skus, Moon and Pagat captured*	*trula*	2	4
Kings	*all four captured*	*kralji*	2	4
King Ultimo	*called King, last trick*	*kralj ultimo*	2	4
Pagat Ultimo	*Pagat, last trick*	*pagat ultimo*	5	10
Valat	*win every trick*	*valat*	50	100
your bonus				

THE MOON

If the Moon is captured from your hand, you alone lose 4 VP. A Moon left in the talon costs the Declarer 4 VP too, unless the talon went to the defenders unseen. Nothing doubles it. The penalty never fires where the Rising Rule is on.

DISTANCE

One Victory Point for every five Card Points from the 35-line: plus if won, minus if lost.

There's more where this came from: contracts, bonuses and handy tools online.

gotarok.com/30

If Skus, Moon and Pagat meet in one trick, the Pagat wins. · Never discard a King or a Trull card; a Tarok only as a last resort, and it lies face-up.

Slovenian Tarok (3 Players)

slovenski tarok

CHEAT SHEET

3 PLAYERS · DEALING TO THE RIGHT · 54 CARDS, 70 CARD POINTS · 16 CARDS EACH

The Dodge Round is played when all three players pass.

CONTRACT	TEAMS	VP	TALON	COLOR RULE	TAROK RULE	RISING RULE	TAROKS TRUMP	BONUSES AVAILABLE
One · Two · Three	*1v2*	**6 · 4 · 2 + distance**	1 · 2 · 3	X	X		X	All
enka · dvojka · trojka Capture the most Card Points alone.								
Beggar	*1v2*	**14**	none	X	X	X	X	None
berač Win no trick at all, and the Declarer leads. Every player lays their played cards face up, and the Pagat is played only as the last legal card.								
Solo without	*1v2*	**16**	none	X	X		X	None
solo brez Capture the most Card Points alone, and the Declarer leads. The talon goes face down to the defenders.								
Dodge Round	*none*	**– CP ÷ 5**	drip	X	X	X	X	None
klop One talon card joins each of the first six tricks, counted with the trick. No trick taken: gain 14 VP. Over 35 CP: lose 14 VP, and nobody else scores that hand. The Pagat is played only as the last legal card.								
your contract								
your contract								

BONUSES

		SILENT	ANNOUNCED	
Trull	*Skus, Moon and Pagat captured*	*trula*	2	4
Kings	*all four captured*	*kralji*	2	4
Pagat Ultimo	*Pagat, last trick*	*pagat ultimo*	5	10
Valat	*win every trick*	*valat*	50	100

your bonus

THE MOON

If the Moon is captured from your hand, you alone lose 4 VP. A Moon left in the talon costs the Declarer 4 VP too, unless the talon went to the defenders unseen. Nothing doubles it. The penalty never fires where the Rising Rule is on.

DISTANCE

One Victory Point for every five Card Points from the 35-line: plus if won, minus if lost.

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If Skus, Moon and Pagat meet in one trick, the Pagat wins. · Never discard a King or a Trull card; a Tarok only as a last resort, and it lies face-up.