Strawman

Strohmandeln

CHEAT SHEET

2 PLAYERS · THE DEAL ALTERNATES · 54 CARDS, 70 CARD POINTS

The Dodge Round is played when both players pass.

CONTRACTS, VICTORY POINTS AND THE RULES

CONTRACT	TEAMS	VP	COLOR RULE	TAROK RULE	RISING RULE	TAROKS TRUMP	BONUSES AVAILABLE
Declarer Challenge Capture the most Card Points.	*1v1*	+2 VP · fail: opponent +3 VP	X	X		X	All
Dodge Round *Trischaken* Capture the fewest Card Points. Both passes land here, and there is no redeal.	*1v1*	winner +2 VP	X	X	X	X	None
your contract							
your contract							

BONUSES

		SILENT	ANNOUNCED
Pagat Ultimo	*win the last trick with the Pagat*	+1	+2
Four Kings	*capture all four Kings in your tricks*	+1	+2
Trull	*capture the Skus, the Moon and the Pagat in your tricks; holding them is not enough*	+1	+2

your bonus

Either player can earn a bonus, and it pays even on a lost hand.

Announce after the opening reveals, before the first trick. An announced bonus that fails scores its 2 Victory Points for the opponent.

QUICK REMINDERS

Three piles of four sit in front of each player, top card of each turned before the first trick. The last card of a pile joins your hand unseen.

A revealed Tarok or King goes to your hand at once; anything else stays face up and counts as part of your holding. You may play a face-up card into any trick, and you must when the rules point at it. Turn the next before the trick goes on.

There's more where this came from: contracts, bonuses and handy tools online. **gotarok.com/20**