



## The Devils Tarok!

This game is designed for 2 or more players.

In this variant on the traditional game of Tarok all 78-cards Of the Alcohol Tarot are used. Their deck is considered to be made up of five suits - beers, lagers, wines, spirits and the Major Arcana making up the fifth and final suit. The object is to score points by taking tricks. A trick is the cards played in one round of a card game. The first person to score 666 or more points is declared the winner.

The most numerically competent player is appointed as official scorekeeper. Each player then cuts the pack. The player with the highest card (aces being low) deals first. The dealer shuffles the cards. You now ready to commence play.

- The dealer deals 15 cards, one at a time, to each player. Remaining cards are placed face down in the centre of the playing area and will be used as a draw pile.
- Play commences to the left. The next player selects a card from his hand of 15 cards and plays it face up in the middle of the playing area, next to the draw pile. The next player must play a card of the same suit if he/she has one.
- If the player does not have a card of the same suit, he/she **must** play any other card, but they cannot win that trick regardless of the card put down (unless of course the 'Drunken Fool' card is played.) The next player to the left now plays a card, following suit if possible. A player **must** follow suit if they can. This continues until each player has played a card. The player who played the highest card of the suit led wins the trick.
- The player winning the trick takes the cards and adds up their values then places them on to his/her win pile. The scorekeeper records the score.

- Before the next round of play begins, starting with the person who played the first card, each player draws a card from the draw pile and adds it to his/her hand.
- The person who won the trick leads the next round. Play continues until all cards are exhausted, or until one player has exhausted his hand and no cards remain for him to draw from. In other words if the draw pile is depleted, play continues until someone is out of cards in their hand. The hand ends once an individual no longer has cards in their hand.
- In the Major Arcana the numerical value of the cards is used. The higher the number the higher the card. In the other suits the King is the highest card, followed by Queen, Knight, Page, 10, 9, 8... etc.
- The Drunken Fool acts like the joker in a traditional pack of cards. It has no points scoring value yet it can beat any card from any suit that is played. It is the highest card in the pack and it can be played on any suit not just a trick consisting of Major Arcana cards.

#### Scoring:

- Major Arcana cards are worth 30 points each. In the exception of:  
The Devil card = 50 points The Drunken Fool = 0 points

Kings = 25 points

Queens = 20

Knights = 15

Pages = 10

Each card 1 to 10 are worth face value.

Once the deck has been exhausted and if no one has yet scored 666 points the person to the left of the last dealer collects the cards, shuffles and deals the cards. Play continues. The game ends when one player has at least 666 points at the end of a hand.

## **Drunken Shit Head (Or Shit Faced)**

Can be played with 2 – 6 players

Special cards:

2 = Can be placed down on top of any card except the Devil

10 = Discard the pile of cards currently in play and the player gets to go again

The Drunken Fool = The Joker of the pack, the original wild card. Can be played as any other card in the pack.

The Hanged Man = The next player must place a card down of lower value. Be it a Major or Minor card. 10's and 2's can be used as normal.

The Devil = 2 cards cannot be played on this card.

Deal three cards to each player. These cards are left face down. Six more cards are then dealt to the player. These cards should be kept separate from the first three cards that were dealt.

From the separate pile of six cards each player chooses three cards to be placed face up on each of the face down cards. The norm is to select the three best cards out of the six to place down on top of the face down cards. The best cards in the game are the Major cards, Tens and Twos.

Play then begins with each player holding three cards in their hand. The player left of the dealer begins the game placing a card down. Play commences to the left and each player must put down a card of equal value or higher to the card that is face up. The exception to this rule is when the Hanged Man card is played (numerical Value of 12.) A card lower than the Hanged Man must be played, not higher, play then continues as normal with a higher or equal card being played. If a player has more than one card of the same numerical value more than one card can be played. If all four cards of the same numerical value are placed on top of each other the pile is discarded (burned) and the player who placed the last card of the four down goes again. If a card from the Major Arcana is played only another Major card of a higher value can be played on top of it with the exception of a 10 or 2. If a player does not have a higher card, a 10 can be used to discard the pile of cards with the player placing the ten then going again. A 2 card can also be put down, the resulting effect being the resetting of the pile value to 2. 2 cards can be placed down on any card except the Devil Card (numerical value of 15.) The Drunken Fool (numerical value 0) is a Joker (a wild card) and can assume the identity of any other card when played. This identity is not fixed and can be changed if the Fool card returns to play at a later date.

When a player has put down a card they must pick up a new card from the pile immediately. A player must always have at least three cards in their hand unless there are no cards left in the pack. If a player does not possess a higher card than the one currently face up and has no 10's 2's or the Drunken Fool, they must pick up the pile of cards and play moves to the next person. The player who picked up the pile must then play with these cards until they are once again down to three cards. A player can only pick a card from the pile if they are holding less than three cards.

When a player has run out of cards in their hand and no more cards are left in the pack, then they continue play with the three face up cards in front of them. The face down cards only come into play when the three cards above them have been used.

When the three face up cards have been played, the three face down cards must be played with out looking at them. This is termed as playing blind. If the card drawn is not of a higher value than the card currently in play, the player drawing blind must pick up the pile and play with these cards until they have no cards left in their hand. When they have once again emptied their hand they draw another blind card on their subsequent go.

The winner is the first player to get rid of all of their cards.

## **Black Death**

This drinking game can be played with two or more players.

All the minor Arcana cards are used along with the Death card from the major Arcana. The cards are shuffled before being dealt in a clockwise fashion to the assembled players. Some players may end up with more cards than others but don't worry about it. Players look at their cards and discard any pairs that they have. A pair is two cards of equal status e.g. two threes, two Pages, two Kings, two tens. Once all pairs have been discarded play begins proper.

The player to the left of the dealer begins play. They must offer their cards, face down, to the next player on their left. That player takes a card and adds it to their hand. If the new card makes a pair the pair is discarded. The player who just took a card then offers their cards to the next player to the left.

If a player gets rid of all their cards they are out of the game and safe from the Death card. The game continues with players taking cards off each other until all pairs have been discarded and only the Death card remains. The holder of the Death card is declared the loser and must then choose to either finish their drink or carry out a degrading forfeit set by the dealer.