## Triomphe Forcée

## Overview

Set up: One full tarot deck (major and minor arcana)
Players: 3 to 15 but 4 to 10 recommended
Classification: Trick taking, gambling
Cards per player: 5
Dealing Pattern: 1 at a time, starting left of dealer. Dealer rotates left after each round.
Hand Hierarchy (Strongest to Weakest): Trumps: Major arcana 22 to 1. Standard: K Q N J 10 to 2 A

## Objective

- Win the most coins either by being dealt the death card, or by winning the most tricks.


## Rules

- Before play begins, the players agree on the ante which must be at least two coins.
- Before each deal, every player puts their ante ito the pot.
- Cards are dealt as per above.
- If a player receives the death card, he reveals it immediately and wins all money in the pot. The cards are collected and a new round is started.
- If no player receives the death card, any player receiving the Strength, Magician, or Fool trumps may reveal these cards to take the following number of coins from the pot respectively: 3, 2, 1 .
- If there is no money left in the pot, the cards are collected and a new round is started.
- If there is still money in the pot, any trumps players have revealed are placed back in their respective hands, and play commences with the player left of dealer.
- Standard tarot trick taking rules apply: Players must strictly follow suit when possible, otherwise a Trump must be played if possessed, otherwise any card may be played. Trumps count as a suit, and the highest trump takes the trick. If no trumps are played, the highest-ranking card of the led suit takes the trick.
- The player to win the most tricks takes the remaining pot. If two players each win two tricks, the player first to win two tricks wins the pot. If there is a 5 -way tie, the player to win the first trick takes the pot.


## Suggested Variation for small groups

Given the larger size of tarot decks, in small groups it is suggested to use a reduced deck in which all cards below rank 8 are discarded, along with all trumps of higher rank than Death.

