

# Minchiate Fiorentine

Based on [Regeln des Minchiatta Spiels](#) Dresden, 1798, Walthersche Hofbuchhandlung  
English Version by Stephan Schreiber, February 2006  
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## 1. About the cards<sup>1</sup>

The Minchiate deck consists of 97 cards. Like in other Tarot decks, there are 4 suits of 14 cards each, but unlike any other game, Minchiate features 40 trumps (“Tarocchi”) and the Fool (“Matto”) is not a trump but plays a special role which will be described later.

The 4 suits are: Cups (“Coppe”), Coins (“Denari”), Swords (“Spade”) and Staves (“Bastoni”). Cups and Coins are called the Red Suits (“Rosse”), whereas Swords and Staves are being referred to as “Long” (“Lunghe”) or sometimes “Black” (“Nere”).

In the long suits, cards rank as follows from highest to lowest: King (“Re”), Queen (“Donna” or “Regina”), Knight (“Cavallo”), Page (“Fante”), 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 (Ace).

In the red suits however, the order of the numerals is reversed: King, Queen, Knight, Page, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

The Ace of Coins is sometimes called “Sole di Campagna” and the Page of Coins “Fantina” (*female page*), but they don’t have any special value in the game. The only cards of the ordinary suits having a counting value are the Kings, anyway.

The 40 trump cards consist of: [1] Papa Uno (Pope No. 1) or “Bagatto”, “Giocoliere” (“Pagat”, “Juggler”), [2] Papa Due or “Granduca” (“Grand Duke”), [3] Papa Tre or “Imperatore” (“Emperor”), [4] Papa Quattro or “Imperatrice” (“Empress”), [5] Papa Cinque or “Innamorato” (“In Love”), [6] sei or “Temperanza” (“Temperance”), [7] sette or “Forza” (“Fortitude”), [8] otto or “Giustizia” (“Justice”), [9] nove or “Ruota della Fortuna” (“Wheel of Fortune”), [10] dieci or “Carro” (“Chariot”), [11] undici or “Gobbo” (“Hunchback” or “Time”), [12] dodici or “Impiccato” (“Hung Man”), [13] tredici or “Morte” (“Death”), [14] quattordici or “Diavolo” (“Devil”), [15] quindici or “Casa del Diavolo” (“Devil’s House”), [16] sedici or “Speranza” (“Hope”), [17] diecisette or “Prudenza” (“Prudence”), [18] dieciotto or “Fede” (“Faith”), [19] diecinueve or “Carità” (“Charity”), [20] venti or “Fuoco” (“Fire”), [21] ventuno or “Acqua” (“Water”), [22] ventidue or “Terra” (“Earth”), [23] ventitre or “Aria” (“Air”), [24] ventiquattro or “Bilancia” (“Libra”), [25] venticinque or “Vergine” (“Virgo”), [26] ventisei or “Scorpione” (“Scorpio”), [27] ventisette or “Ariete” (“Aries”), [28] ventotto or “Capricorno” (“Capricorn”), [29] ventinove or “Sagittario” (“Sagittarius”), [30] trenta or “Cancro” (“Cancer”), [31] trentuno or “Pesci” (“Pisces”), [32] trentadue or “Acquario” (“Aquarius”), [33] trentatre or “Leone” (“Leo”), [34] trentaquattro or “Toro” (“Taurus”), [35] trentacinque or “Gemelli” (“Gemini”), [36] Stella (Star), [37] Luna (Moon), [38] Sole (Sun), [39] Mondo (World), and [40] Tromba (Trumpet or “Last Judgement”).

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<sup>1</sup> Edizione Del Solleone Di Vito Arienti Lissone, 1980 or Meneghello, both from Milano; Antiche Minchiate Etruria - reprint by Lo Scarabeo, Torino, 1996; The Minchiate Tarot: The 97-card Tarot of the Renaissance, by Brian Williams. If you get to know of other sources and editions, please let me know immediately.

The 5 highest trumps, which are usually unnumbered, are also known as “Arie”.  
[30] to [35] are called “Sopratrenta” (“above 30”).  
[20] to [29] are called “Sopraventi” (“above 20”).  
[10] to [19] are the “Sottoventi” (“below 20”), [16] to [19] are also referred to as “Preghe”.  
The [9] to [6] are the “Tarocchini” or “Papetti”, while [5] to [1] are called “Papi” (“Popes”).

## 2. Carte di Conto

Scoring cards (“carte di conto”) count as follows:

3 Points: Trumps [2] to [5] (Papa Due, Tre, Quattro, Cinque)  
5 Points: All Kings, Fool (Matto), [1] Papa Uno, [10] dieci, [13] tredici, [20] venti, [28] ventotto and all from and above [30] (Sopratrenti)  
10 Points: Each of the *Arie* (Star, Moon, Sun, World and Trumpet).  
All other trumps and the *cartiglie* (suit cards other than King) do not score<sup>1</sup>.

## 3. The “Versicole”

A *versicola* is a combination of cards which adds to the score, similar to the “Honneurs” in Whist, the “Matadors” in L’Hombre and the “Napolitaines” in Tresette.  
There are two different kinds of *versicole*: regular and irregular.

Regular *versicole* are formed by 3 or more ascending *carte di conto*:  
1,2,3 or 1,2,3,4 or 1,2,3,4,5; also 2,3,4 or 3,4,5; likewise all ascending trumps from [28] upto the Tromba, for example 28, 29, 30 or 28, 29, 30, 31 or 29, 30, 31 or Stella, Luna (or Sole), Mondo, Tromba. Just three or more are required.

There are 4 different types of an irregular *versicola*:

- a) [1] Papa uno, Matto and Tromba: Also called *Versicola del Matto* because it’s the only one requiring the Matto.
- b) [1] Papa uno, [13] tredici and [28] ventotto: This one is known as *Versicola del Tredici*.
- c) [10] dieci, [20] venti, [30] trenta, Tromba: *Versicola delle Diecine*; if either [10] or Tromba are missing, it is still valid, but then it is called “diecine vergognose”, “ashamed tens”, because they are in a way of speaking “ashamed” of not being the best.
- d) 3 or 4 Kings can make a *versicola*, too.

The Matto can be added and counted to each and any regular or irregular *versicola*; however it cannot replace any card required in a *versicola*.

The value of any *versicola* is calculated by adding up the counting values of each card involved.

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<sup>1</sup> except after the game, when exceeding 14 *mazzetti*, as described in chapter 12

Examples:

[1] [2] [3] scores 11 points, because Papa Uno is 5 and the two others 3 points each.

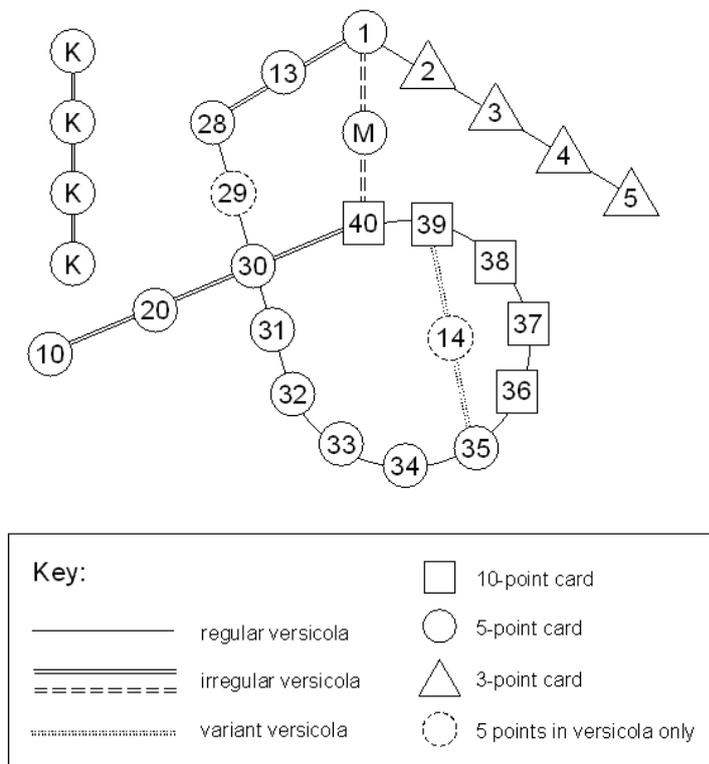
Uno, Matto, Tromba scores 20, as the trumpet counts 10 and the other two 5 each.

[1] [13] [28] are 15 points, a *versicola* of 3 *sopratrenta* is 15, and so on.

The Matto always increases the score by 5 points.

If you have a *versicola*, and win a card during the game that extends the same, the card makes “accrescimento” (increase).

The following diagram<sup>1</sup> visualizes the versicole and card scores:



## 4. Carte Gelose

Cards called “jealous” are the most important ones:

- [1] Papa Uno, being the lowest of the *tarocchi*, is easily caught and needed for many versicole.
- [3] Papa Tre, because he’s in the middle of the popes, so the *Versicola dei Papi* cannot be made without him and he’s easy to beat as well
- [20] Venti, being small and in the middle of the *Versicola delle Diecine*
- [13] Tredici, because without it the *Versicola del Tredici* cannot be formed

<sup>1</sup> Many thanks to John McLeod ([john@pagat.com](mailto:john@pagat.com)). Taken from “A History of Games Played with the Tarot Pack: The Game of Triumphs”; Michael Dummet, John McLeod; Mellen Press 2004

- e) [30] Trenta, because it can make *versicole* as a *sopratrenta* as well as in the *Diecine*
- f) Sole, because it is needed for the *Versicola delle Arie*.

Actually, any card being of importance in forming *versicole* is considered jealous. These cards are usually played only when being behind the hand, starting with the lowest, because those are the most difficult ones to save, so Papa Uno will mostly come first.

## 5. About the Ventinove

The [29] ventinove deserves a special remark as it does not belong to the “carte di conto” and has no value by itself, but differs from other *sopraventi* as it can be part of a *versicola* ([28], [29], [30]) and scores 5 points within that *versicola*.

Also, if the [28] and [31] are already won by the enemy, and I have won the [30], or vice versa, the [29] should no longer be regarded valuable, as it cannot form a *versicola* anymore and does not score.

If the variant *versicola* of [35]-[14]-Mondo is included, the same is of course true for the [14], respectively.

## 6. About the Fool

The Fool (“Matto”, “Excuse”, “Squisse”, “Sküs”) is neither suit nor trump. It can always be played in a trick (but must not be kept until the last one) but does not win the trick. It is afterwards being replaced by a non-counting card from the tricks already won by the player’s party.

If no tricks have been won yet or there are no *cartiglie* (non-counting cards) in them, it is kept openly on the table and replaced as soon as possible. At the end of the game it has to be replaced by the lowest counting card, if no non-counting card has been won.

It can never be lost, except if the party playing it does not make a single trick.

In that case, the loss is being doubled, and the score of the game will be  $2 \times 7 = 14$  *rests* (see next chapter) without the score already counted for (which will be doubled, too). Full *rests* already made (and possibly paid) earlier during that same game will not be doubled, however.

## 7. Scoring

A *rest* consists of 60 points; as soon as 60 points are marked, one *rest* is being paid, the amount of which having been agreed on earlier.

At the end of the game, one additional point can make a *rest* on its own: 61 to 120 are two *rests*, 121 to 180 three and so on.

## 8. The Beginning Of The Game

Minchiate can only be played by 4 players; before starting each player draws (cuts) a card

from the deck. The one having cut the highest has to deal the cards, the second highest will be his partner and take the opposite seat. The remaining two are partners as well, as in Whist. Dealing the cards is called “making the *folla*” (which means getting the talon, as we shall see later). Now each player will have the *folla* once in anti-clockwise order, meaning the second game will be dealt by the player sitting to the right and so on. 4 games are called a “*giro*” (“round”). Then partnerships change: the player having drawn the third highest card before will become the dealer’s partner. The one having had the first *folla* will always deal first and not swap seats, however.

In the third *giro* the player having drawn the lowest card will be the first dealer’s partner. Three rounds make a full set, and again cards are being drawn to determine partnerships. If two cards of the same value are drawn, those players have to draw again. The Matto does not count and therefore another card has to be drawn in that case as well. If a *giro* cannot be fully played (due to lack of time) 2 *rests* are being paid for the *folla*.

## 9. Dealing The Cards

Before dealing, the cards have to be shuffled until the bottom one is a non-counting card. Then the player to the dealer’s left cuts and looks if he’s got a *carta di conto* or one of the *sopraventi*. Is that the case, he keeps it and all the following ones until a non-counting card is encountered. In any case, he can have a look at the first thirteen of them, including the ones he has taken. The remaining cards are returned to the dealer and he puts them underneath the remaining stack.

This procedure is called “rubare” (robbing), and all robbed cards’ values are being marked (as explained later on) for the robber’s team.

Then the cards are dealt as follows: the player sitting on the dealer’s right hand side receives the first 10 cards, first five and then another five, then to the player sitting opposite, to the third one, and finally to himself. Now another 10 cards are dealt the same way, plus 1 card openly for each player except for the dealer himself. If those openly dealt cards are *carte di conto*, their value is being marked (how this is done is explained later) for the partnership. Finally, after having dealt the final 10 cards to himself, he has to count the talon (i.e. the remaining cards) and it should consist of 14 cards minus the *rubati*, the “robbed ones”.

(In the unlikely case that more than 14 cards have been robbed, the dealer will have less than 21 cards for now and has to wait for the robber to discard his redundant cards.)

If it is correct, he deals to himself an open 21<sup>st</sup> card as well, marking its value.

The remaining talon is called the *folla*.

Of this *folla*, the dealer now reveals the uppermost card. If it is a *carta di conto*, or *sopraventi*, he puts it openly in front of himself on the table, marking its value for the team. He now turns up the next cards, one at a time, and as long as they are *carte di conto* or *sopraventi*, continues to do so, putting them upside on the table and marking their values.

As soon as he encounters a different card, he stops, puts it back onto the *folla*, and starts secretly looking through the rest of it, keeping all *carte di conto* (but not the *sopraventi*). He puts those openly onto the table as well, but does **not** mark their values. This is referred to as “*pigliare*” (in English “to take”).

Finally he gives the remaining *folla* to his partner (sitting opposite), and he will look through it, announcing the number of cards of each suit (for example: 2 Coppe, 2 Bastoni, 1 Spade, 0 Denari) omitting the trumps.

If cards have been *rubato* or *pigliato*, an equal number of cards has to be discarded by those players, respectively<sup>1</sup>. Those cards are covertly placed on the table in front of the player until after the first card has been played.

Now finally each player should have a total of 21 cards. Once that is verified, the player to the right of the dealer plays out the first card<sup>2</sup>. More about this in chapter 11.

## 10. More on the Folla...

The Folla, as we shall see in the next chapter, lies on the table, at the dealer's right hand side, and every player has at any time during play the right to ask the dealer what's inside.

He announces it as previously described, always mentioning the suits in descending order, i.e. the biggest number first. If two of them share the same amount of cards, it is called *per sorte*, for example: 4 *coppe*, 1 *per sorte* means 1 of *denari*, *spade* and *bastoni* each.

It is also possible to group them by *rosse* and *lunghe*, like: 4 *rosse*, 1 *longa*, meaning 4 of *coppe*, 4 of *denari*, 1 of *spade*, 1 of *bastoni*. If the numbers follow an ascending order, you might even announce for example "*denari, spade, coppe, bastoni*", meaning there are 1 of *denari*, 2 of *spade*, 3 of *coppe* and 4 of *bastoni*, respectively.

The dealer is allowed to see the *folla* anytime, and all players can look through their tricks whenever they like to during the whole game.

## 11. The Game Itself

- First trick and declarations of *versicole*:  
As soon as having played out for the first trick (counter clockwise) all players, who have one or more *versicole*, have to announce those and show them in order to mark their values. After the first trick has been collected it is no longer allowed to announce a *versicola*.
- *Scarto*:  
The cards discarded earlier (due to *rubati* or *pigliati*) have to be shown openly. The player sitting opposite to the dealer has to announce them loudly, say who's discarded them and put them into the *folla*. Afterwards he again announces the *folla* as described earlier and then hands it over to the dealer, who places it on the table, at his right hand side.
- Taking tricks:  
Cards are being played counter clockwise, starting with the player sitting to the right of the dealer. Suits (including the trump "suit") have to be served and where they can't, a trump **must** be played (unless that is impossible, in which case any other suit may be played, losing the trick). When a suit is led for the first time, and caught by a

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<sup>1</sup> If you have „robbed“ cards and the dealer has a King lying openly in front of him you should discard in a way that rids you of the suit (creating *fallio*) of that King so you can play a trump when your friend plays it, thus catching that King. Discarding 4 cards of different suits is called “Scarto delle Trombe”, because it is likely he's got high trumps and wants to keep them for long into the game. It is rare having to discard any *tarocchi*, but if so, it would probably never be any *carta di conto*.

<sup>2</sup> If the dealer has a King (as open 21st card or *pigliato*), it is usually wise for the enemy to play that suit immediately. If you got a King yourself (open or secret) it might be better to play a small card of that suit first, however (as we'll see later on).

trump, the King **must** be played if one of the remaining players has got it. The second time it is allowed to play a lower card or the Fool.

The highest card wins the trick. The player who has played it will collect it (for the team, not separately) and lead to the following trick, as in many other card games. Each time a *carta di conto* is changing owners by being won in a trick, the winners mark the score that card is worth. This is called “muore un ...” (a ... dies) 3, 5 or 10 (by score of the card, respectively). Therefore a lost *carta di conto* is a threefold loss: you can’t score with it anymore, your enemy will score for it, and he gets the extra bonus of the *dying* card. A card being taken by the friend is called “muore in casa” (dies at home) and does not count extra.

- *Cascare*

If a player has no more trumps left, he has to lay down all his remaining cards openly onto the table. He no longer chooses which card to play, but the winner of each subsequent trick will do so, always serving suit of course. This is particularly disastrous if Kings or the Fool are still there.

## 12. Keeping Track Of The Score

Each team has 5 “fishes” plus 5 round jeton or coins with which their score is being marked during the game.

A jeton (○) counts 1 point, a fish (☉) is 10 points. A double jeton (⊙) (one on top of another) marks 5 points.

Jetons lying to the left of a fish are being added to the score and ones lying right to it are deducted, as the following examples will show:

○○○	means 7 Points
☉○○	8 Points (also possible: ○○○○)
○○○☉☉☉	34 Points
☉☉☉☉☉○○	48 Points
○○☉☉	26 Points

Both parties are not marking their individual scores, but only the difference. The lesser score is subtracted from the higher one and the result is marked. If, for example, party A has marked a score of 15, and now party B scores 32, they will mark 17 and party A will mark nothing.

Once a party marks 60 points difference, they will get paid a *rest* immediately.

As soon as a game is over (one of the 4 making a *giro*), the score will be calculated as follows:

Each team collects the tricks they made, selecting all *carte di conto* therein, and putting two *cartiglie*, *tarocchi* or *sopraventi* (non-counting cards) underneath each of them, thus creating piles (*mazzetti*) of three cards each.

Each card exceeding the amount of 14 *mazzetti* scores 1 point, including otherwise worthless cards. An example: I have won 64 cards, 17 of them being *carte di conto*. I will thus make 17 *mazzetti*. Now I have 3 x 3 = 9 cards in the extra *mazzetti*, plus the 13 remaining, so I will receive 22 points.

As soon as this is done, the value of all the *versicole* will be accounted for, and the party having the *matto* (fool) will add his value to each of them.

Then the party having made the last trick will count another 10 points for that (this is called the *ultima*).

Now each *carta di conto*, including the fool, is being accounted for again, usually starting with the *Papi* and Kings, and all points marked during the game are added to the result. Now the difference will be calculated and paid according to the number of *rests* contained therein, as described earlier.

To make counting easier, allow the following remarks:

If at the end of the game one team has got all 3 *versicole* requiring the *Papa Uno*, namely uno-matto-tromba, uno-tredici-ventotto and the five *Papi*, the score is “74 dell’uno” (where *Papi* 2, 3, 4, 5 are each already counted as *versicola* and also alone), because uno-matto-tromba counts 20, uno-tredici-ventotto with fool again 20, the four lesser *Papi* twice each make 24 plus *Uno* and *Matto* again 10, so altogether 74.

If either uno-matto-tromba or uno-tredici-ventotto are missing, the other two make “54 dell’uno”. If only *Papa* 5 is missing, it is “68 dell’uno”. *Papi* 5 and 4 missing is “62 dell’uno”. If the whole *versicola de papi* is missing, we only get “40 dell’uno”.

It is possible, but not likely, to get more than 700 Points, or 12 rests from a single game.

If at the end each team has got 2 Kings or 2 *Papi*, not making any *versicola*, no party counts theirs, instead they would say “senza re” (without kings) or “senza papi” (no popes), excluding the *Papa Uno*, of course. If each party gets 2 Kings and 2 *Papi* they would say “senza questi, senza quelli” (none of these, none of those).

At the end of this document we shall see an example explaining all this once more.

### 13. Mistakes and their penalties

If the dealer makes a mistake in dealing the cards, the error can be addressed as long as the players haven’t yet taken the cards and the 21<sup>st</sup> card has not been dealt yet. Afterwards it is too late and a player having too few cards can draw as many from the *folla*, without looking or showing, before the dealer can *scoprire* or *pigliare*.

If someone has received too many cards, he can discard an equal amount, but he is not allowed making a *fallio* (becoming free of one suit) thereby. A penalty of 10 points plus 10 points per card will be marked by the dealer’s enemy party.

If cards have been forgotten on or underneath the table, they belong to the *folla*, no matter whether they are good or bad. If there are too many cards in the *folla* afterwards, the dealer has to take them to his hand. No special penalty is given in this case.

If a player has too many or few cards and it appears only during the game, he and his partner can score only for the cards and the *ultima*, in addition to what was marked during the game.

If a suit is mistakenly not being served, or a trump not played when it had to be, and it is being noticed later on, he has to pay two *rests* to each of the enemy players, but the tricks are not going to be reverted. This is the only case where a mistake does not necessarily hurt one’s partner but might even be a favour to him.

## 14. On Suits

Usually one will try to get rid of one's *cartiglie* first and help the partner to do the same, so as long as *cartiglie* are held, a *tarocco* is rarely led, unless certain circumstances command it. When a suit is played and one has a *fallio* from the beginning, which is called a *prima*, it is okay to answer with one's most important card, also the second time the suit is played a high *tarocco* could be the answer. The third time (on a *terza*), however, usually only a Papa, or the 29 would be given, especially, if the suit has been played by the enemy, or a lot of it is to be found in the *folla*.

If my partner leads a suit, which is being beaten by the player to my left side, I can safely beat it with a *tarocco* as low as possible, because my partner knows that all the cards of the suit he does not have and are not in the *folla* have to be owned by the enemy sitting to my right side. This explains how important it is to count the *cartiglie*, in order to not betray your partner. There is certainly no easier way to "bring home" one's *carte di conto* as to always count the remaining cards of a suit and to play it continuously as soon as the partner has a *folla* and it is known that the enemy whose turn it is after the partner's still has cards of that suit on hand. Once the partner is the only one still having the suit on hand he should no longer play it but rather play a low *tarocco* or another suit in order to warn me that the suit is no longer safe. If the friend has got a lot of cards of one suit, he will lead it only once, then vary the suits he plays, thus telling me to not trust that suit a second time.

Most important in the game is to try to remain behind the lead, to bring home safely one's good cards, and, when running out of those, to make the partner have it. That is why the low *tarocchi*, even the *Papi*, and even *Papa 3* but mostly the *Matto* are better kept until the end, and the highest *sopraventi* should be the one winning the last trick.

If a King is *scoperto*, *rubato* or *pigliato*, it should be put to the cards in hand as soon as possible, hoping the enemy hasn't noticed and is making a *fallio* of its suit, but another card should then be placed on the table in order to not make any mistakes at discarding; if the enemy wants to see it, it has to be shown, however.

## 15. On the Fallio

There are two ways of achieving a *fallio*: By discarding or "naturally", which is referred to as *fallio naturale*.

Having had only one card of a suit and discarding it is called "making a *prima*". Two cards would be a *seconda*, and three of them a *terza*. Making a *terza* is usually not wise, but can fool your enemy.

Also it is not too wise to make a *fallio* of a suit the *folla* is full of, as your enemy can be expected to soon get rid of that suit, too.

If your cards are not too "jealous", and there are 6 to 7 cards of a suit, you would rather discard some of those instead of making a *fallio*, as otherwise you would bring your partner in a difficult situation, having to play his trumps too early in the game.

Because *fallii* are mostly being made in order to capture Kings, having 3 of them would suggest against making one. A lack of *tarocchi* is also a strong reason against *fallii* (unless

they are very *jealous*), especially when having high *arie* (Tromba, Mondo), which have to be kept for as long as possible, as otherwise the danger of *Cascare* arises.

## 16. Impiccare

*Impiccare*<sup>1</sup> (literally today: to hang, string up, but an earlier meaning is probably “to tie”) means: having a King and leading a lesser card of the same suit, thus “tying” him. This is in order to save the King from being captured (see chapter 11).

Usually this is done when a lot of cards of that suit are in the *folla*, or owned by the same player.

If you do not have at least 5 or 6 cards of the suit, *impiccare* is mostly not so useful, as it gets more difficult to save the King and at the same time you get your enemies on your track.

Similarly it is difficult if you’re having many trumps, because you might end up having to play the King yourself, and your friend might run out of *tarocchi* earlier.

## 17. The Tenuta

Making a *tenuta* (kept card) means to lead a card that prevents the enemy to save one of his *carte gelose*.

If for example Papa Uno or Tre are still in the game, and I play one of the lesser *tarocchi*, I am doing the *tenuta al papa*. Equally it is possible to make *tenuta al tredici* with a *sottoventi*, or *tenuta al venti* with a *sopraventi*. A *tenuta al trenta* is not easily done, as it requires the use of a *sopratrenta*, but sometimes even a *tenuta al sole* is made, but if you lead the Mondo, you have to be sure that you or your partner own the Tromba as well.

Another kind is the *tenuta al compagno*, which means playing a high trump in order to allow your partner to bring home his important cards. This has to be done also when one of the enemies has *cascato*, run out of trumps. Then they have to take the remaining enemy player in the middle, leading high cards (making *tenuta al compagno*) and thus always having the last word.

*Tenute* at the right time are very important throughout the game.

## 18. Fumata

This means playing a *tarocco* in order to give the companion some hints on the situation. There are several kinds to do that:

*Fumata di Sopraventi*: Leading a *sopraventi* usually means that I have the Tromba (or if that is already known, the Mondo or Sole and so on). It has to be the first *tarocco* I lead, however.

*Hidden Fumata*: In the first trick I have to play a trump to, I play the [10], in spite of having better *carte di conto*. This means I have the Tromba.

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<sup>1</sup> Thanks to Nazario Renzoni for digging up the ancient meaning of this word.

In case I play a Papa, or a small *carta di conto*, I'm telling my partner to take it with his highest trump and continue with high trumps as long as he can sustain it.

Obviously a *fumata* should never be given with the [29], as the companion cannot really know what that should mean.

## 19. Example Games

## 20. Links

<http://www.tarock.info/Minchiatta.htm>

## 21. Acknowledgements

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