HUGO KASTNER RECOMMENDS

TAROCK

Austrian Joie the vivre!

Dear reader! For many Alpine dwellers Tarock is the one and only card game, a kind of ideology of life, and this is not exaggerated. They look down their noses at non-tarock players and deem them to be dilettantes who do not really play cards at all. Well, I will forego any commentary here, but it is absolutely true that it takes a few years to become an excellent Tarock player, especially when playing the noble game version of Königrufen. It is interesting that until today no official rules for Tarock have established themselves. In reality, no group of Tarock players is similar to another, at least as regards to the rules details. Indeed, throughout the centuries clever minds have come up with forever new versions which turned Tarock into an enormously demanding game. Whether you play Königrufen, Strohmandeln, Point-Tarock, Tappen, Dreiertarock or Zwanzigerrufen, you must be prepared for a warm-up period. The same goes for the very attractive game of Huszas, also known by the name of Ungarisches Tarock. Of course, the basic knowledge alone gets you along nicely on the way to a good player (see: Die große Humboldt Enzyklopädie der Kartenspiele von Folkvord/Kastner). In the Austrian Games Musem in Leopoldsdorf you can delve head-on into those intense and eventful ways to play. Website: www.spielen.at

The light of my lamp illuminating the volume written by me and my partner, Die große Humboldt Enzyklopädie der Kartenspiele, will provide you with a coherent glimpse into the copious family of these card games: The many, many different editions of Tarock cards are probably among the most beautiful playing cards ever published and are traded among collectors for enormous sums. Based on relatively confirmed information the **Game of Tarock** can be traced back to the 15th century. Its origins lie near Bologna in Italy. The earliest pointer to the game dates back to the year 1419, the first positive proof to the year 1442 and the Court of Ferrara. The current way to play of that time, **Tarocchino** (dt. Kleines Tarock, Small Tarock, as it was played with a reduced deck of cards) probably was especially well liked in Ferrara, Bologna, Florence and Milan, the game of **Piemonteser Tarock**, which was played with 78 cards, was especially favored in the perimeters of the town of this name. Both games already feature the "suits" of today's Tarock, albeit with the Italian card symbols of Sword, Chalice, Coin and Stave. And very probably this game at first was reserved for the nobility, as the hand-painted cards must have been unattainable for the normal citizen. The important noble houses, on the other hand, have again and again commissioned most creative picture cards from important artists. Subsequently, independent, differentiated rule books have been developing in each of those courts. The name of Tarock is proved to be mentioned first in Ferrara in 1516 in the shape of "tarocchi" (Registro di Guardaroba) and was mentioned a bit later in 1534 in a French volume, François Rabelais' „Gargantua, as „tarau". The Die originally high number of 78 cards triggered the following comment in the Encyclopädie der Spiele (published 1879): „That the game of Tarock is not more widely spread is definitely due to the fact that it is hard to master, and especially that the game featuring such a high number (78) cards demands constant and intense attention." The final shape of today's regular Tarock cards has happened in France, probably around the year 1500. The modern popular versions of Tarock did not develop much earlier that the 18th century, especially in different parts of the Austrian-Hungarian Empire. Thusm, the oldest Austrian book on Tarock was published in Vienna in 1756, the first book on Tarock in German came out barely two years earlier in Leipzig. With the emigrants from Austria, Hungary, Bohemia, Transylvania, the Ukraine and other crown lands this typical and very Austrian card game found its way overseas. And still, in the countries of its origin, Italy and France, or in Scandinavia, one version or another of Tarock is intensely played … The wonderful books Das große Tarockbuch by Wolfgang Mayr and Robert Sedlaczek and Tarock – mein einziges Vergnügen, published by Hans-Joachim Alscher, are standard tomes and offer an excellent insight into the game of Tarock as a formative facet of culture.

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TIP #64

Designer: unknown
Price: ca. 15 Euro (and more)
Jahr: unknown
Publisher: Piatnik and others
www.piatnik.at

PLAYERS: 2-4
AGE: 10+
TIME: 30+

Tactics — Infos± — Chance

The mixture of tactics and chance in a game of course depends hugely on the version of the Tarock game you did choose. In Königrufen" for instance the balance would move one step towards tactical. But in all versions the lack of information on the hand of other players is essential.

Hugos EXPERTTIP
If you are not yet fully familiar with the cards you should start to play the simple Zwanzigerrufen. Königrufen or Point-Tarock as the highlight of your games of Tarock can easily wait a while till you are ready.

Hugos FLASHLIGHT
I need to post a warning You will be forced to learn a nearly completely new card language to really become familiar with the secrets of Tarock. From Ultimo to Ouvert, Pagat to Sküs, Piccolo, Dreier, Trischaken or Valat, Absolut oder Ein-Blatt, Tarock has a thousand names. But you will not regret your pains for one minute. As I said. Tarock is joie de vivre or a way of life.

PREVIEW:
MAESTRO
From one music agent to the other!

IMPRESSUM

Offenlegung nach dem Mediengesetz: Medieninhaber, Eigentümer, Verleger und Hersteller: Verein „Österreichisches Spiele Museum", vertreten durch Obfrau Dipl.Ing. Dagmar de Cassan, Raasdorferstrasse 28, 2285 Leopoldsdorf im Marchfelde, Telefon 02216-7000, Fax 02216-7000-3, mail-to: office@spielen.at, Internet: www.spielejournal.at - www.gamesjournal.at - Chefredakteur: **Dipl.Ing. Dagmar de Cassan**
Blattlinie: Die Blattlinie ist die Meinung aller Redakteure, freien Mitarbeitern und Gastautoren. Die Spiele zur Erstellung der Rezensionen stellt das Österr. Spiele Museum für die Dauer der Arbeit kostenlos zur Verfügung. Niemand erhält Sach-,Service-, Geldleistungen von den Verlagen. (Alle nicht namentlich gekennzeichneten Rezensionen zu den Spielen sind von Dagmar de Cassan) English Edition Version 1.0

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