

Zwanzigerrufen

Zwanzigerrufen — literally "Calling the Twenty" — is a four-player trick-taking game from East Austria, played with the 40-card Alpine Tarok deck. The forehand calls a secret partner by naming whoever holds the Tarok XX, forming a hidden alliance against the other two. Contracts range from the everyday Normal Game to the audacious all-tricks Valat.

Away from the grand cafés, in the wood-panelled warmth of a country Wirtshaus, a different kind of game is played. The cards are worn and the stakes are paid in rounds of Schnapps. This is the game of the mountains and valleys: less a puzzle, more a spirited chase.

Chapter 1 — The Alpine Tarok Deck

Zwanzigerrufen is played with a dedicated 40-card deck. Two groups of cards make up the deck: the **colour suits** (Hearts, Diamonds, Clubs, Spades) and the **Tarok trumps** (numbered I through XXI, plus the Sküs).

Deck Overview

Alpine Tarok

Total cards: 0

Suit	Cards
Hearts	
Diamonds	
Spades	
Clubs	
Tarock (Trumps)	

The Sküs and the Trull

One card stands apart from all others: the **Sküs**, marked with a star. It is the most powerful card in the game, beating any other card. The three most important Tarok cards — Sküs, XXI (the Mond), and I (the Pagat) — form a set called the **Trull**.

The **Sküs** beats every card, in every contract. Hold it and lead it with confidence.

The **Mond** (XXI) is the second-highest trump. Losing it cheaply gifts your opponents four card points.

The **Pagat** (I) is the weakest trump but worth 4 bonus card points when captured — the same value as the Sküs or a King. It is also the key card for the Pagat Último bonus.



The Trull: Sküs, Mond, Pagat

Card Point Values

Some cards award bonus card points when captured. This is indicated by small pips printed on the card's side. Cards **not** listed below are worth 1 base point each.

Card Bonus Points	----- -----	Kings +4	Sküs +4	XXI (Mond) +4	I (Pagat) +4	Queens +3
Cavaliers +2	Jacks +1					

The four lowest pip cards — Hearts 1, Diamonds 1, Clubs 10, Spades 10 — each carry a **-1 penalty** instead of the standard base point. The total card points available in any round of Zwanzigerrufen is **88**.

Suit Rankings

The colour suits have different ranking orders — watch out for this. Clubs and Spades rank from 7 to King in ascending order. Hearts and Diamonds run in reverse: the 1 is the lowest, and the King is still the highest.



Hearts court cards: King beats Queen beats Cavalier beats Jack

The Trump Suit

The Tarok cards (I–XXI) are permanent trumps. Higher numbers beat lower ones. The Sküs beats them all.



Chapter 2 — Setup and Bidding

Players and Objective

Zwanzigerrufen is a game for exactly **four players**. Players form shifting partnerships each round: the **forehand** (declarer) calls a secret partner, and together they try to collect more card points than the opposing pair.

Deal

The dealer shuffles the 40-card deck and deals **10 cards** to each player, one at a time, in clockwise order. There is no kitty in Zwanzigerrufen — all 40 cards go directly to the four players.

NOTE

Dealer rotation: After each round, the deal passes one seat to the left.

Calling the Partner

Before play begins, the forehand announces a contract. In the Normal Game, the forehand calls a secret partner by naming the holder of a specific Tarok card — usually the Tarok **XX**.

You hold the Tarok XX yourself? Then call XIX. Still holding that? Call XVIII — and so on down the line. You may never call a card you hold in your own hand.

The called player is the forehand's **secret partner**. Their identity is not announced — it is revealed only through the flow of play when they play the called card.



Tarok XX — the card most often called in the Normal Game

Bidding and Contracts

Players bid for the right to declare by naming progressively more demanding contracts. The forehand bids first; each subsequent player may raise or pass. Only the highest bid is played.

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Contract	Minimum points	Victory points
Normal Game	45	1

Partnership contract. Forehand calls a secret partner by naming the holder of Tarok XX (or XIX, XVIII etc. if forehand holds the higher cards themselves). Partnership is revealed only through play. Win condition: declaring side collects > 44 card_points. Tie at 44-44 is a loss for the forehand side.

Solo	45	4
<i>Declarer plays alone against all three opponents. Win condition: declarer collects ≥ 45 card_points.</i>		
Farberl	45	4
<i>Solo contract with inverted trump rules: Tarok cards do NOT beat colour-suit cards. A player may NOT play a Tarok if they still hold any colour-suit cards. Tarok may only be played when it is the player's sole remaining suit. Because Tarok holds no special power, Pagat Último is impossible in Farberl (excluded from its applies_to). Trull, however, remains valid: it is a hand-composition bonus (holding Sküs + Mond + Pagat) and does not require winning tricks, so the trump inversion does not affect it. Win condition: declarer collects ≥ 45 card_points. Lead-protection: when a tarok is led, the highest tarok played wins. The trump_override (suits beat trumps) applies only to colour-led tricks, not to tarok-led tricks. Sküs led always wins; Mond led wins unless an opponent holds Sküs; etc.</i>		
Valat (announced)		12
<i>Declared as a contract bid before play. Can be played as solo or as a partnership (using the call-the-XX mechanic, same as Normal Game). Win condition: the declaring side wins every single trick. No special rule changes beyond standard play. Rare — only viable with an exceptional hand.</i>		
Solodreier	36	10
<i>Declarer plays alone vs the other 3; talon is NOT picked up — both halves go to opponents. Win condition: declarer collects ≥ 36 card_points.</i>		
Picolo		2
<i>Testing variant borrowed from Königrufen. Negative contract — declarer must take EXACTLY 1 trick. Talon untouched. Stichzwang ON. The Sküs may NOT be played by the declarer. Pagat-as-last-card rule applies as in Bettler. Declarer leads first.</i>		
Trischaken		5
<i>Testing variant borrowed from Königrufen. All-vs-all — no declarer/partner. Loser = player with the most card_points; loser pays 5 base. Modifiers: $\times 2$ if loser has > 35 card_points; $\times 2$ if Vorhand is the loser (stack multiplicatively, max $4\times$). Player with zero tricks is credited with the loser's base loss as a positive. Stichzwang ON. After each of the first 6 tricks one talon card is added face-up to the trick and counts toward that winner's card_points.</i>		

Chapter 3 — Playing Tricks and Scoring

How Tricks Work

Each trick is led by one player. The remaining three players each contribute one card, following these rules in order:

1. **Follow suit** if you hold a card of the led suit.
2. If you cannot follow suit, **play a Tarok** (trump) if you hold one.
3. If you hold neither, play any card.

There is no obligation to beat the card already played — you may play lower deliberately.

Resolution: If any Tarok was played, the highest Tarok wins. Otherwise the highest card of the **led suit** wins. The winner takes all four cards face-down into their trick pile, then leads the next trick.

NOTE

10 tricks per round. Each player contributes exactly one card per trick. The 40-card deck produces exactly 10 tricks.

Farberl — Colour-Trump Reversal

The Farberl contract deserves special attention. In Farberl, **Tarok cards do not beat colour-suit cards**. A player may not play a Tarok while they still hold any colour-suit cards. This inversion makes Farberl a fascinating positional battle: long colour-suit holdings become weapons rather than liabilities.

Farberl rules summary: - Colour suits beat Tarok in colour-led tricks - Tarok may only be played when it is your sole remaining suit - Tarok-led tricks still resolve normally (highest Tarok wins) - Pagat Último is impossible in Farberl - Trull bonus remains valid (hand composition, not trick-winning)



In Farberl: the King of Hearts beats the Mond

Scoring

At the end of each round, players count the card points in their trick piles and compare with the contract threshold.

zwanzigerrufen — Scoring

Outcome	VP
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Partnership game (Normal Game / partnership Valat): Each player on the winning side **gains** the contract's victory-point value; each player on the losing side **loses** it.

Solo game (Solo, Farberl, solo Valat): The declarer gains $3 \times$ the contract value (one transfer from each

opponent). Each opponent loses the contract value.

NOTE

****Tie at 44-44 (Normal Game):**** Collecting exactly 44 card points is a ****loss**** for the forehand side. The declaring side must collect ***strictly more than 44***.

Bonus: Trull

The Trull bonus applies when the declaring side captures all three Trull cards (Sküs, Mond, Pagat) in their tricks.



All three Trull cards must end up in the declaring side's trick pile

Running Totals

A game of Zwanzigerrufen continues over multiple rounds until one player's running victory-point total reaches the target score. Track each player's total after every round.

Appendix — Available shortcodes

Every shortcode the renderer recognises, grouped by purpose. The full block reference (signatures, parameters, every variant rendered) lives at ``renderer/public/block-reference.pdf``. A short author-facing cheat sheet lives at ``renderer/public/cheat-sheet.pdf``.

****Card display****

- ``[card-deck id= angle=]`` — single card image -
``[card-row deck= cards= labels=]`` — horizontal row -
``[card-grid deck= cards=]`` — auto-laid grid - ``[card-1 cards= caption=]`` — 1-card showcase (flat) - ``[card-2 cards= caption=]`` — 2-card layout (flat) - ``[card-3 cards= caption= width=]`` — 3-card layout (flat; 60% default) - ``[card-4 cards= layout=row|stack caption= width=]`` — 4-card layout (flat) - ``[[inline-o]]`` — inline card glyph - ``[color-swatch-row hex= label=]`` — colour swatch

****SSOT data pulls****

- ``[contract-table game= scope=]`` - ``[score-table game=]`` - ``[bonus-list game= scope=]`` - ``[deck-overview deck=]`` - ``[glossary terms=]``

****Layout & structure****

- ``[columns count=].[col]...[/columns]`` - ``[pagebreak]`` - ``[scene type= cards= caption=]`` - ``[reset-diagram game=new-dealer=]``

****Callouts & dialogue****

- ``[pov player= color=]...[/pov]`` - ``[sticky]...[/sticky]`` - ``[bid-script]...[/bid-script]``

****Tutorial & scoring****

- ``[trick-table]...[/trick-table]`` - ``[capture-marker points= to=]`` - ``[stats-row players= ages= duration=]`` - ``[score-panel p1= p2=]``

****Cross-reference & promo****

- ``[[inline-o]]`` - ``[cta-banner href=]``

> Universal attributes accepted by every block: ``width=N`` (1–100, percent of text column, centred) and ``annotation=text`` (italic note below the block).

Glossary

card_points
contract
declarer
kitty
round
trump
victory_points