



# Cirulo

*Cirulo* is a trick card game originated in Spain. The main characteristic of *Cirulo*, that makes it different from other similar games, is that it is better to lose tricks instead of winning them.

- **Object of the game**

The objective of this trick card game is not to win tricks “enciruladas”, with any card of the “cirulo” suit, as these count as negative points in the total score. However, the players will try to “encircular”, if possible, to the opponents.

- **The pack**

*Cirulo* is played with a Spanish poker deck of 52 cards or a Spanish deck of 48 cards.

- **Number of players**

Four, five or six players can participate.

- **Rank and value of cards**

The rank, from highest to lowest, in all suits, is: king (K or 12), horse (Q or 11), jack (J or 10), ten, nine, eight, seven, six, five, four, three, two and ace.

There is not trump suit and the coins suit is called “cirulo”.

In the coins suit, the value of cards is 10 points for each face card and ten, and for the rest, their pip value. The rest of cards in the other suits have no value in points for the total score.

- **The deal**

Each player draws one card and the player with the highest card is the dealer. After the shuffle, the deck is cut by the player to the dealer’s left and the dealer will distribute the whole deck among the players, one at a time, anticlockwise.

When the number of cards was not divisible among all the players, the smaller possible number of low cards, that are not of the coins suit, will be discarded.

After each hand, the turn to deal passes to the right.

- **The play**

The player to the dealer’s right, the *leader*, leads to the first trick, playing one card of his hands on the table. The next players, in their turn from left to right, play one card following the suit led, if possible. If they cannot assist the suit led, any card can be played.

Each trick is won by the highest card of the suit led played, leading to the next trick.

The hand finishes when all the cards are played. The tricks without “encircular” have no value in points and are placed face down in the centre of the table. The tricks “enciruladas” are placed face down in front of the player who won it.

*Fournier*



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- **The scoring**

Before starting the game, the players will agree the value of each point that will be the same for all the hands.

When each hand finishes, the players with tricks “enciruladas” will sum up the value of the “cirulos” in their tricks, adding to the pot the same number of points. Thereafter, the pot will be divided among the players that have not won tricks “enciruladas”, receiving all of them the same amount.

If all the players have tricks “enciruladas”, the players will put the value of the “cirulos” into the pot and it will be divided joined to the added points of the next hand, among the winners.

*Fournier*