



Guiñote

Guiñote is a version of *Tute* for two, three or four players, played in several regions of Spain as Aragón, Navarra and part of Castilla.

- **Object of the game**

The main objective is to be the first to achieve the agreed number of hands. The objective in every hand is to get 101 points with the cards taken through all the tricks or to hold in the hand the four *jacks* (*Tute of jacks*) or the four kings (*Tute of kings*), to win the game.

- **The pack**

A Spanish deck of 40 cards is used.

- **Number of players**

It is a game for two or three people, playing individually, or for four, playing in partnership, the one we are going to explain.

- **Rank and value of cards**

For all the suits, the rank of cards, from highest to lowest, is: ace, three, king (12), horse (11), jack (10), seven, six, five, four and two.

According to the value, the ace counts as 11 points, three as 10, king as 4, horse as 3 and jack as 2. The rest of cards have no value in points.

- **The deal**

The first dealer is chosen at random and the turn to deal and play passes anticlockwise. The dealer shuffles the cards and the player to dealer's left cuts the pack. The dealer will distribute all cards of the deck, one at a time, anticlockwise. The last card of the pack, which belongs to him, is turned face up, determining the trump suit.

At the start of every hand, the player at the left of the dealer must cut the pack.

In every hand, all the cards are played once. In every trick, all the players throw one card and the player who wins the trick will take the thrown cards.

- **The play**

The next player to the dealer's right, the *leader*, will start the game, playing one card of his hand. The next players will play one of their cards assisting, beating, trumping or overtrumping, according to each case. If a player does not follow these rules, he will lose that hand automatically.

Each trick is won by the highest trump played to it, or if no trump is played, by the highest card of the suit led. The completed tricks are stored face down in front of one of the members of each team. The winner of each trick begins the next one. When a player holds in his hand the king and horse of the same suit, he can "sing" it, showing the two cards. When declaring 20, the suit must be mentioned. When declaring 40, it is not necessary to mention the suit, as it must be the trump suit. After winning a trick, each one of the partnerships can make one sign.

Fournier



Guiñote

When all the cards have been played, each partnership will count all the points won by each side to determinate the winner of the game.

There are two possibilities to win a hand; to have *Tute of jacks* or *Tute of kings* or to reach 101 or more points. If both partnership exceed 101 points in the same hand, the winner would be the one who achieved the highest score. If both have the same number of points, the team that won the last trick wins. If neither player signs *Tute* or reaches 101 points, second deal is played, dealt by the player who scored the 10 for last in the first deal. The points won in the second deal are added to those won in the first. As soon as a player believes he has 101 or more points, he can claim to have won. If his claim is correct, he wins, but if he claims and it turns out that he has fewer than 101 points, then, he loses, regardless how many points his opponent has.

The game ends when one of the partnerships wins the agreed number of hands.

- **The scoring**

The cards of the won tricks, the singings and the last trick have value in points.

The singing. A player who holds in his hands the king and horse of the same suit can "sing" it, showing the two cards. The king and horse hand of a non-trump suit is worth 20 points, and the king and horse hand of trumps is worth 40. When declaring 20, the suit must be mentioned. When declaring 40, it is not necessary to mention the suit, as it must be the trump suit.

Last trick. The team that won the last trick counts 10 extra points. If there is a tie, the team that won the last trick wins.

Tute. It is a combination of all four kings or all four jacks held in one player's hand. The player who has a *Tute* can declare it after winning a trick, and this declaration wins the game. In *Tute* for two players, this combination is not allowed.

The total amount of points summed up by all the cards in a deck is 120. There are also another 10 points for winning the last trick and up to 100 points if all the possible singings would be sung.

Fournier