



Manilla

Manilla originated in France and spread rapidly, becoming a very popular game, in the south of France, and in Cataluña, in the Northeast of Spain, where it is played nowadays.

- **Object of the game**

Manilla is a point trick game. Only the points in the tricks are important, not the number of tricks, although a trick also has a value by itself. The object of the game is to win two sets by reaching to 40 points or more in several hands in order to win the game.

- **The pack**

It is played with a Spanish deck of 48 cards with Catalan faces.

- **Number of players**

It is a game for four people playing in partnership.

- **Rank and value of cards**

The rank of cards, from highest to lowest, is: nine or *manilla*, ace, king (12), horse (11), jack (10), eight, seven, six, five, four, three and two.

The value of cards is shown in the following table:

Value of cards	
Nine	5 points
Ace	4 points
King	3 points
Horse	2 points
Jack	1 point

Each completed suit counts 15 points. The other cards, called *blancas*, have no point value. Each trick is worth also 1 point. That makes a total of 72 points in a hand. For scoring purposes, 36 is the starting point. Any team that makes more than 36 points wins the hand and scores the excess through the game.

- **The deal**

Each player draws one card, playing the two people with the highest cards against the other two. The player who draws the highest card has the choice of choosing seat and he is the dealer. If two cards of the same value are drawn, the suit, according to the following order, determines the preference: coins, cups, swords and clubs.

After the shuffle, the deck is cut by the player to the dealer's left and the dealer will deal the whole deck, distributing twelve cards face down to each player, four cards at a time, beginning with the player to his right. The dealer's last card is turned up to determine the trump suit. If this card has value in points (*manilla* or face cards), the dealer's team will score those points, to be explained later on.

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

Fournier



Manilla

• The play

Manilla is played anticlockwise. The player to the dealer's right leads to the first trick, and the winner of each trick begins the next one. The completed tricks are stored face down in front of one of the members of each team.

After the leader, the next players play their cards according to the following rules:

While the opponent is winning the trick, the rules are:

- To play a card of the suit led that beats the cards already played, if possible.
- To play a card of the suit led.
- To trump if the player cannot follow the suit.
- To overtrump the trump played by the opponent if the suit cannot be followed.

Any card can be played when a player cannot assist the suit led, trump or overtrump.

When the player's partner is winning a trick, there is just obligation of assisting, if it is possible. When the player cannot follow the led suit, he is not forced to trump and any card can be played.

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 winner of each trick begins the next one. The completed tricks are store face down in front of one of the members of each team.

When one of the partnerships gets the twelve tricks, called *Capote*, wins one hand.

When a team reaches 40 or more points, they win a hand. If a partnership scores more than 40 points in one hand, the excess does not score for the next hand.

The game is won by the partnership that wins two hands.

• The scoring

The scoring is written down in a score sheet with a square for each partnership.

Normally, the first points that are scored by the dealer's team is the face up card value. As an exception, when the dealer's team, adding the points of the face up card, has the required score to win the game, these points are not scored until the hand is played.

If the dealer's team makes at least 36 points, they will score those points card that determinates the suit, finishing the set. But, if they make a lower score than the opponents, the value is not scored.

Each partnership will count one point for each won trick plus the value of the cards included.

In the game, the total points in a hand is 72 (60 points of the cards value and 12 points of the tricks).

In each hand, only the team that makes more than 36 points scores the excess towards the game. If both teams reach 36 points, no points are scored and the next player will take the pack to deal for the following hand.

Fournier



Manilla

• Manilla for two players

Manilla for two players is played with the cards turned up. The basic rules are the same as those explained for *Manilla* for four players, playing in partnership.

In this version, each player is dealt 24 cards that are placed in six piles of four cards in each, turning up the top card of each pile.

The leader starts the hand playing one of his face up cards and the other player play another of his cards, with obligation of:

- Playing a card of the suit led that beats the cards already played if possible.
- Playing card of the suit led if betting is not possible.
- Trumping if the player cannot follow suit.

The winner of each trick begins the next one.

The scoring is similar to the previous one, with just one modification:

The dealer scores the value of the card that determinates the suit, if possible. The value of cards won in the tricks is the same.

The score for tricks is made assigning one point to each four cards from the won tricks. As two cards form the tricks, two situations can happen:

- a) The number of tricks won by each player is even. Each one will have in his won tricks a number of cards multiple of four, being the total score of the hand 72, as in the previous version.
- b) The number of tricks won by each player is uneven. Each one will have in his won tricks a number of cards multiple of 4 and another two cards (one trick), scoring for these two cards 1 point. So, the total number of points for the tricks will be 13 (11 for eleven groups of four cards and 2 for two groups of two cards) instead of 12 and the total score of the hand will be 73 instead of 72.

In each hand, only the player that makes more than 36 points scores the excess towards the game.

Fournier