



Tute

Tute is one of the more popular card games in Spain. The name of the game comes from the Italian word *tutti*, because the player who holds in his hands all the kings or all the horses will win the game. *Tute* is the main game among one large family of card games in which players try to achieve tricks according to several common rules.

- **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 the highest amount of points with the cards taken through all the tricks. The cards are played out in tricks, trying to win tricks containing high-value cards.

- **The pack**

For *Tute*, a Spanish deck of 40 cards is used.

- **Number of players**

The number of players can vary from two to four players, according to the selected version.

- **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 next player on the dealer's right will start the game.

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

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

- **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 hand 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.

Fournier



Tute

- *Tute*. It is a combination of all four kings or all four horses 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.

• Tute for two players

Eight cards are dealt to each player, placing the next card, which determines the trump suit, face up on the table. The remaining stock is placed face down across the face-up trump. If the face-up trump is an ace, three or face card, it can be exchanged for the trump seven. If it is a four, five, six or seven, it can be exchanged for the trump two.

To exchange it, the player must notify his opponent by placing his trump two or seven under the face-up trump. Then, next time after the player wins a trick, before the stock of cards on the table is finished, he can take the face-up trump to his hand. If he does not win any trick before the face-up trump is drawn from the stock, then he simply takes his two or seven back.

The non-dealer leads to the first trick. Until the stock is finished, there is not any requirement to follow the suit, beat or trump and any card can be played. The winner of the trick draws the top card of the stock without showing it, the other player draws the next card, and the winner of the trick then leads to the next.

When there are no stock cards left, the play continues as before except that the second player to each trick is obliged to follow the suit and to beat the led card if possible, and if holding no card of the suit led to play a trump, if possible.

A player who has just won a trick can 40 or 20. Even if a player declares 20, he can sing 20 or 40 later. After all the cards have been played, each player counts the points won for cards in tricks, singing and the ten points for the last trick. 101 or more points are needed to win.

If neither player has as many as these, then, a 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 one of the players 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 fundamental characteristic of this *Tute* is that there is an alternative way of winning, called *Capote*. At the moment when the stock of cards is finished, if a player thinks he can win all of the last eight tricks, he can announce this intention. If he succeeds, he will win, irrespective of the number of points taken by either player. On the other hand, if he loses even one of the last eight tricks after announcing *Capote*, his opponent wins the game.

Fournier



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- **Tute for three players called “Tute arrastrado”**

This is a game for three players, though four people can play. In this case, the dealer does not participate in the game. Thirteen cards are dealt to each player, one at a time anticlockwise, and the last card is turned face-up to determine the trump suit. If it is higher than seven, it can be exchanged for the trump seven. If it is a seven, six, five or four, it can be replaced for the trump two. The holder of the trump seven or two, makes the exchange before the lead to the first trick.

The player to dealer's right leads and there is obligation of assisting, beating, trumping and overtrumping. When overtrumping is not possible, any card can be played. After winning a trick, the players can sing only once and they must sing the 40 before 20. In this version, *Tute of kings* (4 kings) or *Tute of horses* (4 horses) is valid and the player who can declare a *Tute*, after winning a trick wins the game.

At the end of the play, each player counts his points won for tricks, singings, and the last trick. The player who has most points wins 100 chips from each opponent, if he has 100 points or fewer and 200 chips if he has 101 or more. Also, any player who sang a 40 or 20 receives 40 or 20 chips from each opponent. If there are four at the table, the dealer does not take part in the payments.

It is also possible to play with a *pot* (plato). In this case, everyone at the table puts in 100 chips at the start and whenever the pot is emptied. To win the pot, a player has to announce before the play begins that he will win at least 101 points on the hand. If no one makes such an announcement, the hand is played and the winner is paid as described above. If a player plays for the pot and succeeds in taking 101 or more points, then, he wins 200 chips from each opponent and takes the pot.

If he plays for the pot and takes 100 points or fewer, he has to pay 200 chips to each opponent and double the pot. In the unlikely event that more than one player wants to play for the pot, there is an auction and whoever is prepared to contract to take more points is allowed to play for it, winning if they make at least the contracted number of points.

- **Tute for four players**

It is played in partnership. The first dealer is chosen at random and, after the shuffle and the cutting, he will distribute ten cards to each player, one at a time, anticlockwise. The last card of the pack, which belongs to the dealer, is turned face up, determining the trump suit. When other players have seen it, the dealer can pick it up and play it in the same way as the other cards.

The rules followed are the basic ones in *Tute*. After winning a trick, each one of the partnership can make one sing. The partnership with more points will win the game. *Tute of kings* (4 kings) or *Tute of horses* (4 horses) is valid and the team who holds this play will win the game.

There is obligation of assisting, beating, trumping and overtrumping. When overtrumping is not possible, any card can be played.

Fournier