

Minchiate (Germini) Cheat Sheet

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The most current version of this document can be found here:
(<https://oldschoolcards.club/games/minchiate-germini/>)

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This document is not meant to be a definitive guide to playing Minchiate, but rather a quick-reference document to be consulted during game play. Special thanks to Accademici de' Germini (<http://germini.altervista.org/>), from which most of this material was obtained. See their excellent website for more information. A translation of the complete rules can be found here: <https://oldschoolcards.club/games/minchiate-germini/>.

The Cards

Cartiglie

- 56 cards, four suits: denari (coins, gold), cups, bastoni (batons, clubs), swords (spade {spah-day})

Kings (5)

The Fool

The Fool (Il Matto) (5)

The Tarot

The Popes

1 The Pope One (Papino, Il Bagatto) (5)

2 The Pope Two (Grand Duke) (3)

3 The Pope Three (Emperor) (3)

4 The Pope Four (Empress) (3)

5 The Pope Cinque (Amore) (3)

Tarocchini or Papetti

- 6 Temperance
- 7 Fortitude
- 8 Justice
- 9 The Wheel of Fortune

Sottoventi

- 10 The Chariot (5)
- 11 The Hunchback (Time)
- 12 The Hanged man (The Traitor)
- 13 Death (5)
- 14 The Devil (Il Diavolo) (5)*
- 15 Casa del Diavolo
- 16 Hope
- 17 Prudence
- 18 Faith
- 19 Charity

Sopraventi

- 20 Fire (5)
- 21 Water
- 22 Earth
- 23 Air
- 24 Libra
- 25 Virgin
- 26 Scorpio
- 27 Aries
- 28 Capricorn (5)
- 29 Sagittarius (5)*

Sopratrenta

- 30 Cancer (5)
- 31 Pisces (5)
- 32 Aquarius (5)
- 33 Leo (5)
- 34 Taurus (5)
- 35 Gemini (The Flesh) (5)

Arias

- [36] Star (10)

[37] Moon **(10)**

[38] Sun **(10)**

[39] World **(10)**

[40] Trumpet (Judgment) **(10)**

Cards of Account

3 points

- The Popes 2-5

5 points

- The four Kings
- The Fool
- Pope 1
- 10 (Chariot)
- 13 (Death)
- 20 (Fire)
- 28 (Capricorn)
- The Sopratrenta - 30-35 - (Cancer, Pisces, Aquarius, Leo, Taurus, Gemini (The Flesh))

10 points

- The Arias - 36-40 - (Star, Moon, Sun, World, Trumpet (Judgment))

Versicole (singular versicola) - similar to a meld

- Value of a versicola is the sum of the point values of the cards in the versicola.
- The value of the Fool can be added to each and every versicola of the couple that captured it.
- The fool may not substitute for another card.

Regular

- Card 29 is considered a card of account worth 5 points only in calculation of a versicola.
- 3 or more sequential cards of account (including 29, as mentioned above).

Irregular

Versicola del Matto

- Pope 1, The Fool, 40 (Trumpet, Judgement)

Versicola of the Thirteen

- Pope 1, 13 (Death), 28 (Capricorn)

Versicola delle Diecine

- 10 (Chariot), 20 (Fire), 30 (Cancer), 40 (Trumpet, Judgement)
 - May have 3 adjacent, not only 4.

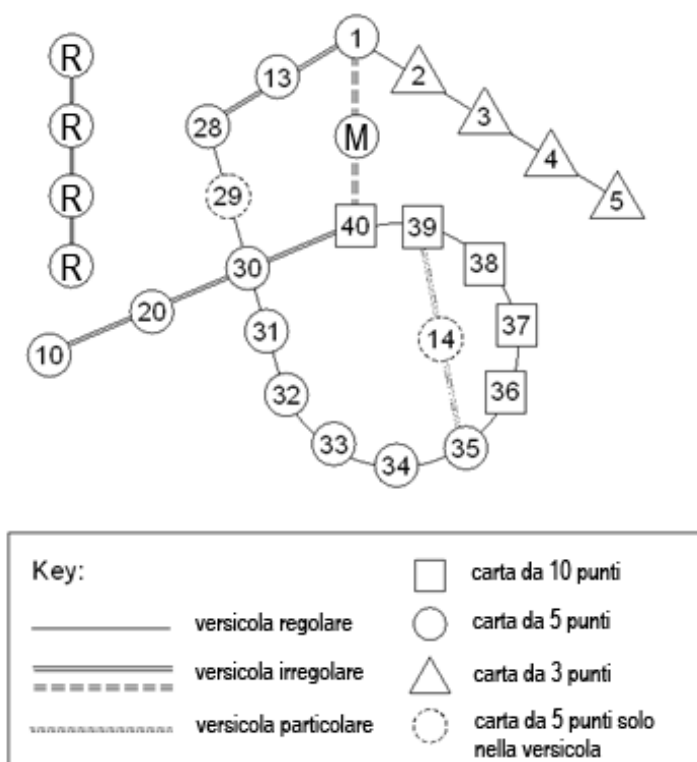
Demonio, Mondo e Carne

- Card 14 is considered a card of account worth 5 points only in calculation of this versicola.
- 14 (The Devil), 35 (Gemini or the Flesh), 39 (World or Mondo)

Versicola of Kings

- 3 or 4 Kings

Diagram [1]



[1] - This document's author found this diagram on the website of [Accademici de' Germini](http://germini.altervista.org/) (<http://germini.altervista.org/>). That site gives the following acknowledgement:

“Many thanks to John McLeod (john@pagat.com). Taken from [A History of Games Played with the Tarot Pack: The Game of Triumphs](#) (ISBN 9780773464476); Michael Dummet, John McLeod; Mellen Press 2004.”

This document's author wishes to extend his gratitude to Mr. McLeod as well.

Scoring

Points scored in dealing

Robbing

- Player to the left cuts the cards and examines the top packet to look at the card at the bottom of the packet. If it is a card of account or a sopraventi, the player lays it face up before them and marks the score of that card. This continues until the player finds a card that is neither a card of account or a sopraventi. The player continues to look at cards until they have looked at a total of 13 cards, including the number stolen. The packet is then passed to the dealer, who places it beneath the other packet.

Last Card

- The 21st card (28th if playing three-handed) dealt to each player is laid down face-up. If this is a card of account, the value is immediately scored.
- Note that if the player who cuts robs more than 13 cards, the dealer will not be dealt the appropriate total number of cards. The dealer then must wait to fill his hand from the folla following his examination of the folla and the take.

Dealer Examines The Folla

- After dealing each player 21 cards (unless the dealer cannot be dealt 21 cards due to cards in excess of 13 being robbed), the remaining cards are known as 'The Folla'.
- The dealer examines the Folla by looking first at the top card (with cards facing down). If the card is a card of account or a sopraventi, the dealer lays it face-up in front of them and scores its value immediately. This continues as long as a card of account or sopraventi is found.
- Once a card that is neither a card of account nor a sopraventi is found, the card is examined and placed face down in a new packet for the Folla. The remaining cards are examined in this way. If a card of account (but not a sopraventi) is found, it is placed face up before the dealer, but its value is not scored. This is called the take.
- After the take, the player who cuts must discard into the folla the number of cards they robbed, then take the robbed cards into their hand, thus bringing the total number of their cards to 21. Likewise, the dealer discards the number of cards turned over or taken from the folla.

Points Scored During Play

Versicole 1

- After a player lays down his first card, all their versicole are shown and scored.

Muore

- Whenever a card of account is caught by the opposing couple, the capturing player announces 'muore x', where x is the point value of the card. Note that this is counted in addition to the point value at the end of the hand.

At The End of The Hand

Ultima

The couple that takes the last trick scores 10 points.

Cards of Account

All cards of account are scored by their value.

Versicole 2

All versicole are scored by their value.

Mazzetti

All the cards of account of the couple are counted. Each card of account is placed atop two cards of no value, placed face down. Each packet of three is a mazzetti. If fourteen mazzetti can be formed, all cards in excess of these fourteen mazzetti count as one point, regardless of the cards' value. E.g. if the couple takes 52 cards and 15 are cards of account, the 14 mazzetti can be formed with 42 cards, leaving all remaining 10 cards to be counted as one point, thus scoring 10.

For three-handed, the minimum is 10 mazzetti.