

Piquet

2 players

32 cards

Difficulty: Hard

Duration: Long

Score the most points through declarations and trick-taking over six deals.

SETUP

- Use a 32-card deck (7 through Ace).
- Deal 12 cards each; remaining 8 form the talon.
- Non-dealer exchanges up to 5 cards from the talon, then dealer exchanges from the rest.

SCORING

- Declarations score their face value; only the better combination in each category scores.
- Winning 7+ tricks earns 10 bonus points; all 12 (capot) earns 40.
- Repique (30+ from declarations before opponent scores) earns 60 bonus.

Tip: Use the exchange to strengthen your longest suit for Point scoring.

ON YOUR TURN

- Declare combinations: Point (longest suit), Sequence (runs), and Set (three/four of a kind).
- Play tricks; you must follow suit, no trumps.
- Score 1 point for leading and 1 for winning opponent-led tricks.

Piquet is one of the oldest and most refined two-player card games, dating back to the 16th century. It combines card exchange, declaration of combinations, and trick-taking into a sophisticated contest of skill and memory.

Objective

Score the most points through declarations (card combinations in hand) and by winning tricks. A game is played over six deals (a partie), and the player with the highest cumulative score wins.

Setup

1. **Players:** 2 players.
2. **Deck:** 32-card deck (7 through Ace in each suit).
3. **Deal:** 12 cards each, dealt in batches of 2 or 3. The remaining 8 cards form the talon (stock).
4. **Exchange:** The non-dealer exchanges up to 5 cards from the talon, then the dealer exchanges from the remainder.

Declarations

1. **Point:** The player with the most cards in a single suit scores their count (e.g., 5 cards in hearts = 5 points).
2. **Sequence:** Runs of 3+ consecutive cards in a suit. Tierce (3) = 3 pts, Quart (4) = 4 pts, Quint (5) = 15 pts, etc.
3. **Set:** Three or four of a kind (10s or higher). Trio = 3 pts, Quatorze (four) = 14 pts.
4. **Comparison:** Players compare in each category; only the player with the better combination in each scores.

Trick Play

1. **Leading:** The non-dealer leads first. You must follow suit if possible.
2. **Winning Tricks:** Higher card wins. There is no trump suit.
3. **Scoring Tricks:** 1 point for leading a trick, 1 point for winning a trick led by the opponent. Winning the last trick scores an extra point.
4. **Majority Bonus:** Winning 7+ tricks scores 10 bonus points (the Cards). Winning all 12 is a capot, worth 40 points.

Special Bonuses

- **Repique:** If a player scores 30+ points from declarations alone before the opponent scores anything, they earn 60 bonus points.
- **Pique:** If the non-dealer scores 30+ including trick points before the dealer scores, they earn 30 bonus points.

Tips and Strategies

- The exchange phase is critical — use it to strengthen your longest suit for Point scoring.
- Track every card played and exchanged to know exactly what your opponent holds.
- Balancing declarations and trick-winning potential is the central strategic tension.

Tips & Strategy

The exchange is the most important decision in Piquet. Prioritize building your longest suit for Point, but keep an eye on potential Sequences and Sets.

Memory is paramount in Piquet. After the exchange, you can deduce most of your opponent's hand, allowing you to play the trick phase with near-perfect information.