

# Traversone

4 players

52 cards

Difficulty: Easy

Duration: Short

## Avoid taking the most tricks.

### SETUP

- 4 players, 40-card deck.
- Deal 10 cards each.
- No trump suit.

### SCORING

- Most tricks = penalty points.
- All 10 tricks = others get penalized instead.

*Tip: Dump your high cards early to avoid getting stuck winning late tricks.*

### ON YOUR TURN

- Follow suit if possible.
- Highest card of led suit wins.
- No trumps.

Traversone is an Italian trick-avoidance game where players try to avoid winning tricks. Taking the most tricks results in a penalty, making every trick a potential liability.

## Objective

Avoid winning the most tricks. The player who takes the most tricks in a round receives penalty points.

## Setup

1. **Players:** 4 players.
2. **Deck:** 40 cards (standard deck with 8s, 9s, 10s removed).
3. **Deal:** Deal 10 cards to each player.

## Gameplay

1. **Step 1:** The player to the dealer's right leads the first trick.
2. **Step 2:** Players must follow suit if possible. There is no trump suit.
3. **Step 3:** The highest card of the led suit wins the trick.
4. **Step 4:** After all 10 tricks, the player with the most tricks scores penalty points.

## Scoring

- The player with the most tricks receives 1 penalty point per trick taken.
- If two or more players tie for the most, the penalty is split.
- If one player takes all 10 tricks, all OTHER players receive 10 penalty points instead.

## Variations

- **Rovescino:** A variant where point cards also matter, combining trick avoidance with point avoidance.
- **Team Traversone:** Play in partnerships of two.

## Tips and Strategies

- Play high cards early when others are still following suit to shed them safely.
- Void a suit to duck future tricks in that suit.
- Avoid winning the last few tricks when you are close to having the most.

## Tips & Strategy

Dump high cards early and create voids. If you are in danger of taking the most tricks, consider going for all 10 to reverse the penalty.

The 'take all' reversal is the most exciting strategic element. When one player has 6+ tricks, others must decide whether to try to stop them or let them go for all 10.