

# Tysiacha (1000)

3-4 players

24 cards

Difficulty: Hard

Duration: Long

Be the first player to reach exactly 1000 points through bids, tricks, and marriages.

## SETUP

- Use a 24-card deck (9 through Ace) with 3 players.
- Deal 7 cards each; 3 remaining cards form the talon.
- Players bid on how many points they can score; the winner takes the talon.

## SCORING

- Aces: 11, Tens: 10, Kings: 4, Queens: 3, Jacks: 2.
- Marriages: Hearts 100, Diamonds 80, Clubs 60, Spades 40.
- Failing your bid subtracts the bid amount; overshooting 1000 resets your score.

*Tip: Bid conservatively unless you hold multiple marriages to guarantee enough points.*

## ON YOUR TURN

- Declare king-queen marriages to set trump and earn bonus points.
- Follow suit if possible; otherwise you must play trump.
- The highest trump or highest card of the led suit wins.

*Tysiacha, meaning 'one thousand' in Russian, is a point-trick game with bidding and marriages (king-queen pairs) that serve as trump declarations. Popular across Russia, Poland, and Belarus, it combines auction mechanics with trick play for a richly strategic experience.*

## Objective

Be the first player to reach exactly 1000 points through a combination of winning bids, capturing point cards in tricks, and declaring marriages. Overshooting the target sends your score backward.

## Setup

1. **Players:** 3 players (most common) or 4 with one sitting out each round.
2. **Deck:** 24-card deck (9 through Ace in each suit).
3. **Deal:** Each player receives 7 cards, with the remaining 3 placed face-down as the talon.
4. **Bidding:** Players bid in increments on how many points they can score. The highest bidder takes the talon cards and discards down to 7.

## Gameplay

1. **Trump declaration:** The bid winner may declare a marriage (king and queen of the same suit held in hand) to set that suit as trump. Multiple marriages may be declared during play.
2. **Leading:** The bid winner leads the first trick.
3. **Following suit:** Players must follow suit if possible. If they cannot, they must play trump if they have any.
4. **Winning tricks:** The highest trump card wins. Without trump, the highest card of the led suit wins.
5. **Marriage values:** Spade marriage is worth 40 points, diamond marriage 80, club marriage 60, and heart marriage 100.

## Scoring

- **Aces:** 11 points each.
- **Tens:** 10 points each.
- **Kings:** 4 points each.
- **Queens:** 3 points each.
- **Jacks:** 2 points each.
- **Bid success:** The bidder scores their points if they meet their bid. Otherwise, the bid amount is subtracted from their score.
- **Exact finish:** You must land exactly on 1000. Going over sends you back to your previous score.

## Variations

---

- **Polish Tysiąc:** Uses slightly different marriage values and bidding increments.
- **Belarusian Tysiacha:** Allows a wider range of talon-sharing rules among players.

## Tips and Strategies

---

- Bid conservatively unless you hold multiple marriages, as failing a bid results in a painful point deduction.
- Declare your highest-value marriage first to set a strong trump suit for the critical opening tricks.
- When defending, coordinate with the other non-bidder to prevent the bidder from making their contract.

## Tips & Strategy

---

Marriage declarations are the engine of the game. Build your bidding strategy around which marriages you hold and how they interact with your other high cards.

The barrel mechanic forces aggressive play in the endgame. Players approaching 880 should either bid boldly to finish quickly or deliberately lose tricks to stay below the threshold until they have a winning hand.