

# Basset

**Aim of the game:** to win as much money as possible and ruin your opponents.

## Requirements

3 players minimum, but can be played with as many of five or six

1 standard deck of 52 playing cards

1 'book' of cards for each player. A book is made up of all the cards in a suit, so a 'book of hearts', etc.

Money or counters to represent money

## Rules

### Set-up

Choose one player to be the 'tailleur': they serve as the dealer and run the bank. Give this player the deck of 52 cards, shuffled.

Every other player gets a book of cards. Each player looks at their book, picks three cards from it lays them on the table face-up in front of them.

All players (other than the tailleur) place money on each of their three cards. They may also set up wagers with the other players at the table: 'I bet you £5 that your queen will lose', or 'I bet you £20 that your ace will win', for example. There is no limit to the size or quantity of bets, but the tailleur may wish to impose one.

### Play

Once the bets are placed the tailleur begins the game with two moves:

First, they turn over one card, face-up, from the bottom of their deck. If this card matches the rank (ignore suit) of any of the players' cards, those players have to pay the tailleur/bank the amount placed on their cards. The card stays in play and they can put more money on it if they wish.

Second, they deal two cards, face-down, off the top of the deck and set them to one side.

Now the game proper begins, with the tailleur dealing two cards, one after the other and face-up, off the top of the deck:

The first card dealt is a 'winning card' for all cards that match its rank (ignore suit)

Any player with a 'winning card' in front of them has a choice:

- Either retire the card and receive from the tailleur/bank an amount of money equal to the money placed on the card.
- Or leave the card in play, with a marker on it (in the eighteenth century they would have folded the corner of the card). This card is 'paroli'.
- Note, if a 'paroli' card wins again, it can be paroli'd again up to a maximum of four times. Each 'paroli' multiplies the payout when that card wins:
  - o Paroli once: 7x multiplier on the payout ('sept et leva')
  - o Paroli twice: 15x multiplier on the payout ('quinze et leva')
  - o Paroli thrice: 30x multiplier on the payout ('trente et leva')
  - o Quadruple paroli: 60x multiplier on the payout ('soixante et leva')

The second card dealt is a 'losing card' for all cards that match its rank (ignore suit):

Players with a losing card must give all the money on that card to the bank/tailleur. They must also retire that card and replace it with another one from their book.

If a player runs out of cards in their book, they are either out of the game or given the opportunity to buy a new book from the tailleleur (priced at tailleleur's discretion).

If a paroli card loses, the bank only receives the money placed on the card, it is not multiplied.

In addition to working out the consequences of the winning and losing cards for the table, players must then also work out the results of any bets made between themselves.

Once everyone is satisfied, there is then an opportunity to 'mace': this means upping the amount of money placed on a card.

After every player has maced, new side bets can be created.

The tailleleur then deals another pair of cards, the first winning and the second losing from their deck. And the process repeats as above.

At the end of the game, the tailleleur will have only one card left in their deck. This is also a losing card. Once its consequences have been played out, each player declares how much money they have won or lost; the person who has won the most is the winner.