

The Salsifis

PLAYERS 2 à 5

CARDS 52 adapted to the number of players

HIERARCHY King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two.
The Ace is special : it takes the King, Queen and Jack but is beaten by the numbers.

PRINCIPLE Pile up more points than the opponent by winning the salsifis fights.

Each player gets 5 cards. The weakest cards have been removed from the game beforehand, so that after the cards are dealt, there are 30 cards left in the heap.

The game is held in 5 turns, where each player uses each time one of his 5 cards. At the beginning of the turn, the dealer takes two times 3 cards from the heap and puts them on the board like two packets, visible face turned upwards.

Then, the players put one of their cards in front of one of the packets, card hidden. They can change cards and change packets as they wish until the game stabilizes. If a player systematically flees the salsifis fight, he must stop fleeing. If a player is the only one to bet on one packet, he wins the packet as well as his own card. If several players bet on the same packet, they start a salsifis fight: they show their cards at the same time and the strongest card wins.

If two players are of equal strengths in a fight, the winner is the first to have pronounced, clearly and correctly, the magic formula : the name and suit of the opponent's card followed by « salsifis » (for example : « King of Klubs, salsifis »). If more than two players are of equal strength, the formula is : the names and suits of the adversary cards, followed by « salsifis » (for example : « Queen of Spades, Queen of Diamonds, salsifis »). If there is a circular situation, for instance with one Ace, one Queen and one Nine (the Ace takes the Queen, the Queen takes the Nine, and the Nine takes the Ace), the magic formula is simply : « salsifis soup ». If one cannot determine who said the formula first, the points are dealt equally among the players. If a player says a magic formula while the situation does not indicate it, he gets a penalty of ten points.

At the end of the 5 turns, the points are summed up :

Ace : 11 pts
Ten : 10 pts
King : 4 pts
Queen : 3 pts
Jack : 2 pts
Others : 0 pt.

The player with the greatest score wins the game.