

RULES FOR PLAYING THE GAME OF TAROCCHI

The game called *giuco dei Tarocchi* or *Tarochini* (from Arabic *turuqîn* 'wayfarers,' 'wayfaring jugglers,' *il giuco dei tarocchi* 'the game of the wayfaring people,' whence French '*tarot des Bohémiens*') came to Europe from Italy in the 14th century. According to a plausible suggestion of William Andrew Chatto (1848) they were brought to England by soldiers serving under Sir John Hawkwood in the wars of Italy and Spain. The rules for playing it vary slightly in different countries, but the basic 'code' is the Italian, more particularly the one observed in Piemont.

The twenty-one *atouts* or trump-cards (from Italian *trionfi* or *a tutti*), known as the *tarocchi* (in French corrupted to *tarot* pronounced *taro*) are marked with Roman numerals and decorated with emblematic figures that have—in modern practice—nothing to do any longer with the game as such, but are all important, for those who use such cards for the purpose of soothsaying. The old traditional names of these *tarocchi* or trumps are : I the *bagatto*, French *bâteleur*, English 'Juggler' or 'Joker.' II The Pope. III The Empress. IV The Emperor. V The Pope. VI The Enamoured or Amor. VII The Chariot. VIII Justice. IX The Hermit. X The Wheel of Fortune. XI Force. XII The Hanged One. XIII Death. XIV Temperance. XV The Devil. XVI The House of God (originally of Jupiter) or The Thunder. XVII The Star. XVIII The Moon. XIX The Sun. XX The Judgment or the Angel. XXI The World.

Still another similar card without any number is called 'The Fool' or 'The Excuse.'

Of these '*tarocchi*' the higher number 'beats,'