



# La mèn'che

*The best trick-taking game  
(but even better)*

Rules of the game

# 1. Aim of the game

The first team to get rid of all their tokens wins the game.

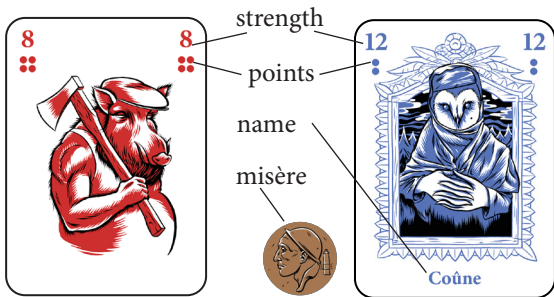
## 2. Game contents

32 playing cards + 1 memo card

16 tokens

1 rules booklet

1 historical information sheet



### Description of the cards

The cards have a strength level (from 1 to 13).

They carry points (from 0 to 4) represented by the • below the number. If no • are shown on a card, this means that it carries zero points.

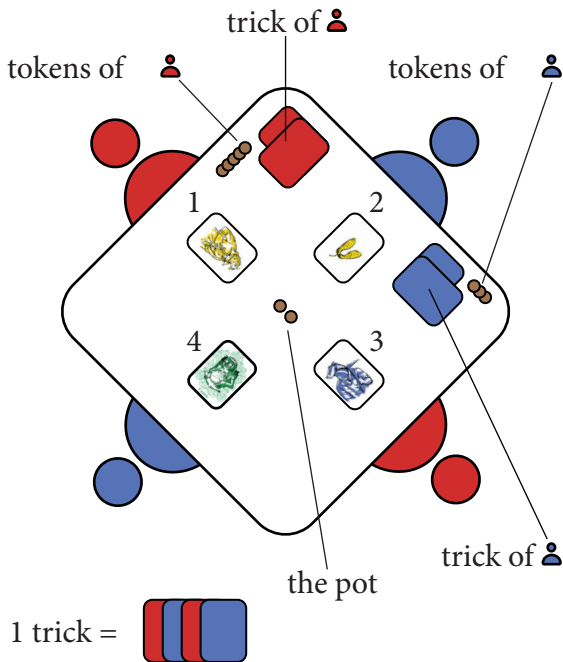
The five named cards are the triyonfes: Mite (red), Coûne (blue), Canète (green), Mac Mahon (black) and Zè (red).

The triyonfes are the cards with the highest strength levels (from 9 to 13), but they don't necessarily carry more points.



team 

team 



### **3. Playing the game with 4 players**

The players form two teams of two. Depending on the desired length of the game, each team receives three, five or seven tokens. The more tokens you take, the longer the game will take.

The game is played in several rounds until one team gets rid of all its tokens.

#### **Playing a round**

##### **1. Dealing out the cards**

The oldest player is the first to deal out the cards. They shuffle the cards and ask the player on their right to cut the deck, before dealing out four cards, one by one, to each player in a clockwise direction.

The players look at their cards and the player on the left of the dealer, chooses and announces the colour of the *mèn'che* (the trump card) for this round without consulting their team member: red, blue, green or yellow. This colour will be the strongest colour for the round, after the *triyonfes*.

The dealer then hands out four additional cards, one by one, to each player.

Before starting the first trick, and only at that time, the

players announce the triyonfes in their hand, except the Zè, which must not be revealed.

If a player re-announces who has which triyonfe cards while a round is in progress, the opposing team discards a token.

## 2. Tricks

The player who has selected the colour of the mèn'che (trump card) plays the card of their choice, face up, in front of them.

The other players must follow with the same colour, unless they decide to play a trump card or a triyonfe; or they don't have any cards in the selected colour; or the trick begins with the Mac Mahon. In these cases, they play a card of their choice.

Once each player has had their turn, the trick is won by the team that has played:

- the strongest triyonfe (strength from 9 to 13)
- or the card of the strongest mèn'che (trump card) colour
- or the strongest card of the colour selected for the trick.

The winner of the trick turns over the cards in a pile in front of them. During the game, each team may only look at their most recent trick.

The player who wins the trick begins the next pass

around the table by selecting the card of their choice, and so on until the players have no more cards in their hands.

### 3. End of a round

At the end of the eight tricks, each team counts up their points (•). The team with 21 points or more wins the round.

- If the team who selected the colour of the mèn'che wins the round, they discard a token into the pot in the centre of the table.
- If the team who selected the colour loses, they receive a token from the opposing team.
- If a team wins all the tricks, the tokens to be discarded or given are doubled.
- If the teams each have 20 points, the round is replayed and the number of tokens to be discarded or given is doubled.

The last player who selected the colour of the mèn'che becomes the dealer for the following round, and so on.

## **End of the game**

The first team to get rid of all their tokens wins the game.

## **Some advice before you begin**

- Traditionally, mèn'che is played in silence, so that players do not share any information about their hand and stay focused on the tricks.
- To get to grips with the mechanisms of the game, don't hesitate to play an open round to start with, with talking allowed, without counting the tokens.
- The triyonfes can be played at any time, but they must still adhere to the rule of the selected colour. If you don't have any other choice, you must play them. The Mac Mahon is the only card that does not obey the colour rule (it is black).
- The triyonfes have a high strength, but only carry either zero or two points. When played at the right time, they will allow you to beat cards with higher point values.



## 4. Variant with 2 players

With two players, each round is played in two stages:

1. The cards are dealt in the same way as with four players. After the first round of dealing (four cards), the player who is not the dealer selects the colour of the mèn'che. Each player then receives another four cards. Each person announces their triyonfes (except the Zè). The eight tricks are played.
2. The dealer gives out the remaining cards, one by one. In the second stage, the players do not announce their triyonfes. The eight tricks are played.

At the end of the two stages, each player counts their points and discards or gives tokens in the same way as with four players.

The last player who selected the colour of the mèn'che becomes the dealer for the following round, and so on.

## 5. Variant with 3 players

This variant is played individually.

Before dealing the cards, the dealer sets aside the first two cards in the pack, face down and without looking at them.

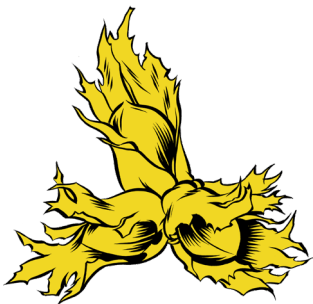
They then deal five cards to each player, one by one. The player to the left of the dealer selects the colour of the *mèn'che*. The dealer then deals five additional cards to each player, one by one. Each person announces their *triyonfes* (except the *Zè*). There are ten tricks in each round.

After the first five tricks, the player who dealt the cards reveals the two cards that were set aside, and the game continues.

- If the player who selected the colour of the *mèn'che* wins the round, they discard a token into the pot in the centre of the table.
- If the player who selected the colour loses, they receive a token from each of the opposing players.
- If a player wins all the tricks, the number of tokens to be discarded or given is doubled.

- If two or more players are in an equal position, the round is replayed and the number of tokens to be discarded or given is doubled.

The last player who selected the colour of the mèn'che becomes the dealer for the following round, and so on.



# La mèn'che, the best trick-taking game (but even better)

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