

TAROT

CARDS THAT TELL PEOPLE ABOUT THEMSELVES AND THEIR FUTURE

ПОРАД

TAROT™

Table of Contents

<i>Title</i>	<i>Page</i>	<i>Title</i>	<i>Page</i>
Introduction	2	The Meanings of the Tarot Cards	7
The Tarot Deck	2	The Major Arcana	7
Reading Tarot Cards	3	The Minor Arcana	9
Shuffling	3	Cups	9
Drawing	4	Pentacles	10
Laying out the Cards	4	Swords	11
The Portrait Spread	4	Wands	11
The Prediction Spread	5	Games with Tarot Cards	12
Additional Tarot Spreads	6	Solitaire Games	16

Man has always been fascinated by the mystery of what the future holds. Through the ages, men have devised many systems of divining the future. Some men looked to the stars, and founded Astrology. Others believed that the answers to one's life were to be found in his hands, and developed Palmistry.

Tarot found the answers in cards—cards bearing symbols and numbers that in their innumerable combinations revealed the secrets of a person's fate.

"Tarot," which rhymes with pharaoh, is an anagram of the Latin word *rota*, meaning wheel, with an added T. The origins of the Tarot cards are lost in the mists of the Middle Ages, possibly even earlier. The earliest definite evidence of Tarot cards is found in northern Italy in the last half of the 14th century. The mysterious cards, with their suggestive symbols and arcane meanings, spread throughout Europe. They were used both for predicting the future, usually by fortune tellers who were believed blessed with supernatural gifts in interpreting the cards, and for games. Tarot cards were in fact the forerunner of modern-day playing cards.

The Tarot cards in this set are an authentic reproduction of decks from the Middle Ages. The meanings of the cards given in this booklet are ancient meanings passed down through the generations, and the spreads shown are traditional layouts used for centuries in reading the messages of the Tarot cards.

Rules for a number of intriguing games and solitaire games are also included.

THE TAROT DECK

The Tarot deck consists of 78 cards. Twenty-two cards are called the "Major Arcana," *arcana* being the plural for *arcanum*, meaning mysterious knowledge known only to the initiate. The Major Arcana cards are numbered 1 to 21, plus a card numbered 0 called "The Fool." Each of the Major Arcana cards has a name and symbol representing some facet of human existence, and these cards are charged with great meaning, often of spiritual significance.

The remaining 56 cards are called the "Minor Arcana." These cards are divided into four suits, just as are modern-day playing cards. The four suits are *Cups* (the ancestor of hearts), *Pentacles* (diamonds), *Swords* (spades), and *Wands* (clubs). Each suit includes a card for the numbers 1 through 10, plus cards for the King, Queen, Knight (equivalent to today's Jack), and Page—a character that has been eliminated in modern playing cards.

READING TAROT CARDS

Each Tarot card has a particular meaning or suggestion, or tendency or a particular frame of reference, or a particular subject matter. (The meanings for all cards are listed on pages 5 thru 9). Equally as important as the messages of the individual cards are the *combinations* and *positions* of cards as they fall in various Tarot "spreads," as described on pages 5 thru 9. Interpreting, or "reading," the messages of the cards in particular spreads is the essence of Tarot communication. *Concentration* and *practice* are the keys to accurate Tarot readings. Anyone can do it—you don't have to be blessed with psychic powers to decipher the signals of the cards.

The person questioning the Tarot cards is known as the "querent." The person interpreting the cards is known as the "reader." You are both querent and reader if you are laying out the cards for yourself.

If you are doing a reading for yourself, clear your mind and concentrate fully on the question you want answered. If you are doing a reading for another person, think of him and his life as you know it. Be sure to concentrate on the *question*, and not the *answer* you might hope for—do not try to outguess the cards, for you are likely to end up with nothing more than what you started with. Try to be as *unconscious* as possible, receptive to anything. Even before Freud explicated the concept of the subconscious, it is obvious that Tarot and other occult systems dealt with regions of the mind, or existences in the mind, that were not immediately available to the conscious mind. Communicating via the Tarot telegraph is essentially a subconscious link-up between the minds of reader and querent, with the cards serving as a catalyst. Tarot cards act as a means of "conversing" with that subconscious part within us that many people believe holds knowledge of the future. (It may well be that the kinds of intuitive leaps that one makes in reading the Tarot cards are nothing supernatural at all, but merely mental shortcuts to the knowledge or predictions that our conscious minds could puzzle out in due time from all the bewildering evidence at hand.)

SHUFFLING

Shuffling the Tarot cards is very important to successful readings. The querent always shuffles. By so doing, he puts his own personal "touch" on the cards and creates a rapport between the cards and his subconscious. Shuffle the cards thoroughly—take all the time you need until the deck feels "right."

DRAWING

Cut the deck into three stacks with the left hand. Shuffle each stack, and finally replace them into one stack as you desire. Repeat this procedure three times. It is not necessary that all cards remain in the same direction. Hand the cards to the reader.

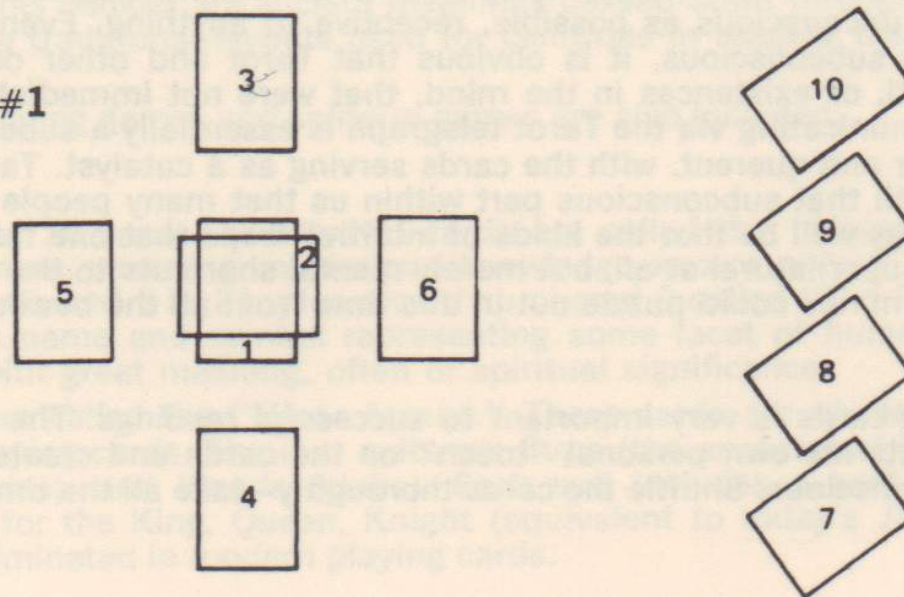
LAYING OUT THE CARDS

The reader now lays out the cards in one of two patterns. The *Portrait Spread* is used to outline a person's past, present, and future. The *Prediction Spread* is used to answer a specific question.

THE PORTRAIT SPREAD

Lay the first 10 cards in the deck into the pattern as shown, face down. The numbers indicate the sequence of placing the cards.

Illustration #1



The reader now turns the cards over in the same sequence. To determine the meanings, use the meanings in the next section of this booklet together with the significance of the card's location, as outlined below.

- Card 1—Describes the environment of the querent's life up to the present time.
- Card 2—Represents querent's personality and attitudes, and how he is functioning in his present environment.
- Card 3—Indicates how the querent is reacting to the circumstances of his life on a conscious level; and what he is striving for.
- Card 4—A very important card representing the querent's subconscious—the basic, root forces that drive and motivate his life (even though he may not be aware of them).
- Card 5—Indicates conditions or influences that are now present in the querent's life but are about to pass.

(The last five cards all concern the future.)

- Card 6—Concerns events or tendencies in the querent's immediate future.
- Card 7—Indicates the querent's future status and his reactions to it.
- Card 8—Represents the querent's future surroundings and place of residence.
- Card 9—Indicates the hopes and fears that will arise out of future events not yet in the making.
- Card 10—Summarizes the overall effect of all the card's messages on the querent's future.

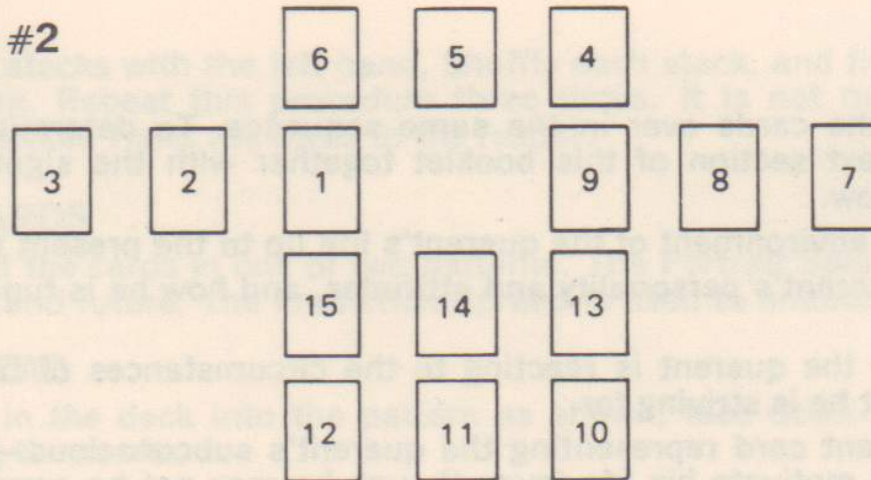
THE PREDICTION SPREAD

Use this spread when you want to ask a specific question as to whether something will come to pass and its outcome.

The querent shuffles the cards exactly as before, concentrating on a question about his future. He then pulls out 15 cards at random.

The reader takes these 15 cards and lays them out, face down, in the sequence indicated.

Illustration #2



The reader then turns over the cards in the following order:

Turn over cards 1, 2, 3. They represent the querent's present environment.

Turn over cards 4, 5, 6. These represent the elements of the querent's question.

Turn over cards 7, 8, 9. These indicate obstacles to be surmounted.

Turn over cards 10, 11, 12. These suggest what will come to the querent unbidden.

Turn over cards 13, 14, 15. These indicate what the querent can expect to achieve.

Note: The 9 of Cups is known as the Wish Card. If the querent's question involves a wish, and this card appears in positions 1 through 6, an early realization of the wish is indicated. If the Wish Card appears in positions 7, 8, or 9, the wish will probably not come to pass. If it appears in cards 10 through 15, the wish will be delayed, but it will eventually be realized. If the card does not occur in the 15-card spread, no message as to timing is indicated.

ADDITIONAL TAROT SPREADS

The Portrait Spread and the Prediction Spread are the most important of Tarot layouts. Many other spreads have been developed over the years, and if you care to investigate them, you may consult your local library or bookstore. The authentic Tarot Cards supplied in this game may be used for any Tarot spread.

THE MEANINGS OF THE TAROT CARDS

The following lists present in concise form the salient meanings of the 78 Tarot Cards as handed down over the generations. You may wish to run through the deck while reading the meanings here, in order to get the feeling of the symbols and their significance, but there is no need to make a chore of memorizing them. You will become increasingly familiar with the meanings as you do more and more readings, and you will probably be surprised at how soon you know the deck "by heart".

In making any reading, think of the meanings as a kind of alphabet or vocabulary that act as triggers to the mind. Do not simply read the words listed, but construct sentences and concepts out of the words that seem to have the most bearing and suggestiveness on the question at hand.

THE MEANINGS OF THE MAJOR ARCANA

The Major Arcana cards represent the basic forces of human existence and have spiritual significance.

If cards appear upside-down in any spread, the "Reverse" meaning should be used.

0. **THE FOOL**: The inner forces at work on an individual. Creative personality. Adventurousness. Individuality. Rebellion against the established order.

Reverse: Foolish decisions. Fearful nature. Happiness is hard to find because of subjugation to authority.

1. **THE MAGICIAN**: Confidence, skill, creativity, originality. Constructive power.

Reverse: Bad luck, deception, unhappiness.

2. **HIGH PRIESTESS**: Wisdom, serenity, guidance, strength.

Reverse: Deceit, selfishness, unfaithfulness, temptations.

3. **THE EMPRESS**: Good luck, fertility, honors, wealth.

Reverse: Fear, anxiety, troubles at home.

4. **THE EMPEROR**: Great plans will succeed. Power and stability.

Reverse: Need for self-control and maturity. Danger of misrepresentations by others.

5. **THE HIEROPHANT**: Spiritual nature. Partnerships, marriage. Spiritual or serving type occupation.

- Reverse: Loss of faith, breaking up with mate.
6. **THE LOVERS:** Beauty, beginnings of adventures and love affairs. Success in desire.
Reverse: Quarrels, infidelity, family problems, indecision, temptation.
7. **THE CHARIOT:** Hard work brings victory. Problems overcome. Success promised. Balance in life.
Reverse: Misfortune, illness.
8. **JUSTICE:** Peaceful life, balance, satisfaction.
Reverse: Lawlessness, injustice, violence.
9. **THE HERMIT:** Contemplation, withdrawal into a private life. Need for protection.
Reverse: Concern for the past, lack of progress. Fear of things new.
10. **WHEEL OF FORTUNE:** Success after failure after success. Growth in life assured. Good luck ultimately.
Reverse: Bad luck, no insight.
11. **STRENGTH:** Strength of character, endurance. Counters ill-tidings of other cards in a spread.
Reverse: Weakness of character, selfishness, failures.
12. **HANGED MAN:** Non conformity, idealism, sacrifice.
Reverse: Overcoming of bad events, favorable results.
13. **DEATH:** The end of things present, rebirth, change. The reader may cause the change.
Reverse: Reunification, new events.
14. **TEMPERANCE:** Current affairs will end favorably. Reconciliation.
Reverse: Unrealized desires, addictions, accidents.
15. **THE DEVIL:** Inhumanity, pursuit of money for money's sake.
Reverse: Weakness of character, no drive, money problems.
16. **THE TOWER:** Problems, ill news, natural disasters.
Reverse: Freedom is in jeopardy. Adversity.
17. **THE STAR:** Hope, satisfaction, good prospects. Inspiration, a good health. A new person will favorably influence your life.
Reverse: Bad luck, illness.
18. **THE MOON:** Caution advised, security is in doubt. Fears will be overcome.
Reverse: Faulty reasoning. A period of misery before ultimate success.
19. **THE SUN:** Good health and success assured. Future very promising. Happiness.
Reverse: Failure, losses.

20. **JUDGMENT:** Triumph over adversities, good decisions and positive results.

Reverse: Separations, losses, ill health.

21. **THE WORLD:** Success in all things, desires achieved, completion, fulfillment, success through outer influences.

Reverse: Lack of compassion for others.

THE MINOR ARCANA

Each suit of the Minor Arcana represents a broad area of human life, and also a season of the year and a length of time:

Cups—spring, days

Pentacles—winter, years

Swords—summer, months

Wands—fall, weeks

These time elements may cast additional light as to when an event has occurred, will occur, or for how long it has been occurring.

CUPS—represent human emotions; spring; days.

KING: Responsibility, professionalism.

Reverse: Deceit, greed.

QUEEN: Compassion, fairness, belovedness.

Reverse: Selfishness, destruction.

KNIGHT: Approach of things of importance. New endeavors.

Reverse: Liar, emptiness of character.

PAGE: Reflection, meditation, loyalty.

Reverse: Irresponsibility.

10: Happiness, contentment, pleasure, joy.

Reverse: Lawlessness, anger.

9: Success, material attainments, well-being.

Reverse: Weaknesses, materialism, robberies.

8: Decline of things of value, modesty.

Reverse: Disillusionment, money problems.

7: Unrealistic attitude, fantasy, foolishness.

Reverse: Lack of positive results and action.

6: Influences from the past; childhood plays a very important role in adult life.

Reverse: Overemphasis on the past, ignoring the future.

- 5: Imperfections, small losses, emptiness.
Reverse: Separations, disappointments.
- 4: Weariness, disappointments, dislike for many things.
Reverse: Poor health, failure in love.
- 3: Resolution of problems, mending, conclusions.
Reverse: Obstacles, poor health.
- 2: Friendship and love, partnerships, unity.
Reverse: End of partnerships, jealousy.
- 1: Fulfillment, joy, contentment, good home life.
Reverse: Bankruptcy, losses.

PENTACLES—represent money matters, psychic powers and creative talents; winter; years.

- KING:** Leadership, intelligence, success.
Reverse: Extravagance, excesses.
- QUEEN:** Prosperity, well-being, freedom.
Reverse: Anxiety, distrust.
- KNIGHT:** Patience, responsibility.
Reverse: Too materialistic, dogmatic.
- PAGE:** Application to goals, reflection.
Reverse: Revolutionary attitude.
- 10: Riches, security, gains in family matters.
Reverse: Theft, bad news.
- 9: Foresight; discernment, safety.
Reverse: Destruction, theft.
- 8: Ability to use the hands well.
Reverse: Failure, dishonesty.
- 7: Growth through ingenuity, adaptability.
Reverse: Indebtedness.
- 6: Kindness, generosity, gifts.
Reverse: Slander, money losses.
- 5: Material problems, failure, errors.
Reverse: Partnerships threatened.
- 4: Miser, love of material things, a legacy.
Reverse: Guardedness required.
- 3: Inheritances, gifts, skill, mastery of a profession.
Reverse: Daydreaming impedes progress.
- 2: Troubles or the ending of old troubles, setbacks.
Reverse: Losses in business or love.

1: Wealth, success, joy.

Reverse: Jealousy, losses, greed.

SWORDS—represent conflicts and idealism; summer; months.

KING: Force, power, courage.

Reverse: Dangerous person.

QUEEN: Keeness, wit, perfectionist.

Reverse: Treachery.

KNIGHT: Strength, skill, bravery.

Reverse: Impulsiveness, poor judgment.

PAGE: Agility, vigilance, alertness.

Reverse: Unforseen peril.

10: Troubles, suffering, problems of others.

Reverse: Troubles, avoidance of facing problems.

9: Sadness, quarrels, disappointments.

Reverse: Scandals, broken homes.

8: Calamity, conflict, bad news.

Reverse: Bad news, fear.

7: Hope, confidence, new plans.

Reverse: Pettiness.

6: Journeys, trips, surmounting of difficulties.

Reverse: Unwanted interferences.

5: Destruction, dishonor, conquests.

Reverse: Renewal of old acquaintances.

4: Rest, retreat, peace and quiet.

Reverse: Depression.

3: Sorrow, absence, dispersion.

Reverse: Separation through incompatibility.

2: Balance, harmony, offsetting of adverse factors.

Reverse: Danger approaches.

1: Determination, ultimate triumph, power.

Reverse: Losses in love or business, emotionalism.

WANDS—represent earthly matters and things; fall; weeks.

KING: Devotion to duty, honesty.

Reverse: Exaggerations of the truth.

QUEEN: Sympathy, understanding, love.

Reverse: Jealousy, unworthiness.

- KNIGHT:** Departures, advancements, undertakings.
Reverse: Emotional problems with associates.
- PAGE:** Loyalty, true friend, confidences.
Reverse: Inadequacies in personality.
- 10: Oppression, overburden, decisions to be made.
Reverse: Trouble maker, untrustworthy.
- 9: Expectations of future difficulties, strength.
Reverse: Inability to face situations.
- 8: Haste, speed, suddenness.
Reverse: Hasty decisions bring problems.
- 7: Gains, success, advantages accrue.
Reverse: Failure to act.
- 6: Conquests, good news, advancements.
Reverse: Delays, fears of aggression.
- 5: Labor, struggles, competition develops.
Reverse: Cheating friends, lawsuits.
- 4: Romance, shelter appears, peace, contentment.
Reverse: Losses, money problems.
- 3: Enterprising nature, practical knowledge.
Reverse: Rejection, bad advice.
- 2: Ruler, maturity, control, attainment.
Reverse: Marriage for other than love.
- 1: Beginnings, new births, destiny.
Reverse: Material success, but an empty soul and existence.

TAROT GAMES

Since Tarot Cards were the origins of today's playing cards, they are easily adapted for use as games. In fact, several games using Tarot cards were invented in the Middle Ages. They still have a fascination for today's world.

TAROK

This is a game for 2 or more players, using the full 78-card deck. One player is appointed scorekeeper.

The OBJECT of the game is to score 1000 points by taking tricks. One player is chosen dealer. He shuffles the cards, offers a cut to the player to his right, and deals 15 cards to each player, one at a time. The remaining cards form a draw pile, face down in the center of the table.

The player to the dealer's left selects a card from his hand and plays it face up in the middle of the table. The player to his left must play a card of the same suit if he has one. (Consider the 22 Major Arcana cards a 5th suit.) If he has no card of the suit led, he may play any other card, but he has lost the chance to take the trick. The player to his left then plays and so on until each player has played a card. The player who played the highest card of the suit led wins the trick. (For the purpose of taking tricks, use the numerical values of the Major Arcana cards. In the Minor Arcana, King is highest, followed by Queen, Knight, Page, 10, 9 . . . 1.)

Each player then draws a card from the draw pile and adds it to his hand. Drawing should be in order of play—the player who played the first card of the trick draws first, etc.

The winner of the first trick leads to the second trick, and play continues, trick by trick, until all cards are exhausted, or until one player has exhausted his hand and no cards remain for him to draw from.

SCORING—Each Major Arcana card taken in tricks is worth 15 points. Each card from 1 to 10 of the other four suits is worth its face value. Kings are worth 25, Queens 20, Knights and Pages 15.

Each player's score is totaled and recorded. A new deal commences with the player to the left of the original dealer, and another round of play begins. Continue until one player has at least 1000 points at the end of a turn. For an interesting variation, remove all cards valued 1 through 7 and Major Arcana cards numbered 1-10. In scoring, count only those cards with a point value of 10 or more; 8's and 9's are worthless.

TAROT STOPS

This game may be played by 2, 3, or 4 players, or in 2-player partnerships. Use the entire deck, minus the Major Arcana cards numbered 15, 16 and 20. The dealer shuffles the cards and deals one at a time to each player. With two players, deal each 9 cards. With 3 or 4, give each player 7 cards. The remainder of the deck forms the draw pile. Turn over the top card and place it next to the draw pile, forming the start of the *play pile*.

The player to the dealer's left plays first, placing a card on the play pile that is either the same rank or the same suit. (The Major Arcana form a 5th suit. Use their numerical values to correspond with the rank of cards in the Minor Arcana. Face cards of the Minor Arcana are worth as follows: Page-11, Knights-12, Queen-13, King-14.)

Play continues in turn, each player playing a card to match the *rank* or *suit* of the top card in the play pile. If a player cannot play a card, he must add cards to his hand from the draw pile until he obtains a card he can play. After the draw pile is exhausted, a player unable to play a card passes to the player to his left.

Wild Cards—The Sun, Moon, Star, World, and Fool cards are wild. Such cards may be played at any time, even if a player could follow suit or rank. The player of a wild card designates the next suit to be played on the wild card. The next player must follow that suit or play another wild card, in which case he may name the suit to be played.

Play ends when one player runs out of cards, or when both players in a partnership are out of cards.

The player or team that goes out first scores points for each card remaining in the hands of the opponents. Scoring is as follows:

Each wild card still in the hands of the opponents	= 100 pts.
Each Major Arcana card	= 20 pts.
Each Minor Arcana card	= face value

If play ends because no player can play a card, each player (or team) adds up the total value of cards in his hand. The player or team with the lowest point value is the winner. His score is calculated by subtracting his total point value from the total point value of each of his opponents. After playing 4 hands (or a number of hands of the players' choice), scores are totaled. Highest score wins.

TAROT RISK — A GAMBLING GAME FOR 3-6 PLAYERS

For this game you will need a set of poker chips, preferably of 3 colors. Assign values to the chips: 1, 5, and 10 points for the 3 colors. Each player is given an equal number of chips.

One player is chosen initial dealer. He shuffles 77 cards (remove the Fool), offers a cut, and deals 7 cards to each player. The remaining cards are set aside. Each player studies his hand and selects one card, placing it face down in front of him. When all have done so, the players turn over their cards. These selected cards are called the "bet" cards.

The player to the dealer's left then inspects all the bet cards and plays a card from his hand alongside any one of the bet cards according to the following rules:

The card he plays must be either (1) of the *same suit* as the bet card (the Major Arcana is considered a 5th suit), or (2) *one point higher or lower* than the bet card, regardless of suit.

A card so played is called a "base card" because it forms the base for a pile of cards to be built. Base cards should be placed at right angles to the bet cards, to avoid confusion.

Illustration #3

PLAYER HERE



The second player, to the first player's left, may play a card next to any other bet card, or on top of the card played by the first player, according to the same rules.

Play continues until one player cannot play a card from his hand, or until all cards have been played.

Bets are now collected and paid as follows:

If the **DIFFERENCE** in the value of the top card in the pile next to your bet card, and the value of your bet card, is less than 6, each player must pay you 10 points of chips.

If the **DIFFERENCE** in value of the two cards is more than 6, you must pay each player the actual difference in points. Thus, if your bet card is a 2, and the final card played in the pile next to it is a 10, the difference is 8 and you pay each player 8 points.

If the top card is a 6 and your bet card a 2, each player pays you 10 points.

After each round, the player to the previous dealer's left shuffles and deals a new hand. Play as long as you like or until one player goes bankrupt. The player with the most points of chips at game's end wins.

USING TAROT CARDS FOR COMMON CARD GAMES

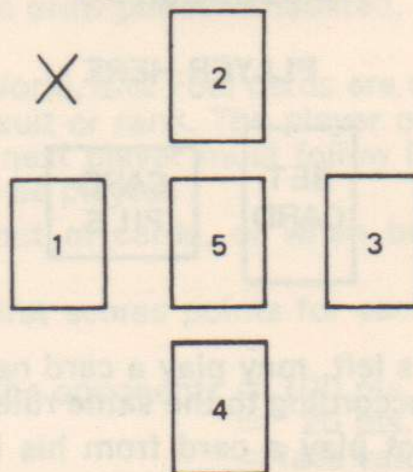
You can use the Tarot Cards to play any game requiring the modern 52 card deck by simply removing the Major Arcana cards, and the four Pages. Assume that the Knights are Jacks. For wild cards, use the Fool and/or Magician.

TAROT SOLITAIRE

Here is a solitaire game that was played with Tarot Cards in the Middle Ages. Remove the 22 Major Arcana from the deck, leaving the 56 Minor Arcana.

Shuffle the deck and lay out five cards in a cross pattern, as shown.

Illustration #4



Now place a sixth card in the location marked "x". This is the first *foundation* card. When other cards of the same rank come up, place them in the other 3 corners, eventually forming a 3x3 square of cards.

The remaining cards are the hand cards.

The five cards of the cross form the *Tarot Tableau*. You may build on a tableau card by placing on top of it a card of next-lower rank and different suit. The top card—but only the top card—in any tableau pile may be transferred to any other tableau pile on which it plays, or to a foundation pile. An empty space in the tableau may be filled with any top card from the tableau, or by the top card in the discard pile; you may not fill an empty space with a card from your hand.

You build up foundations by suit and in sequence: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, Page, Knight, Queen, King (which is followed by 1, 2, 3, etc., "turning the corner" as is often necessary).

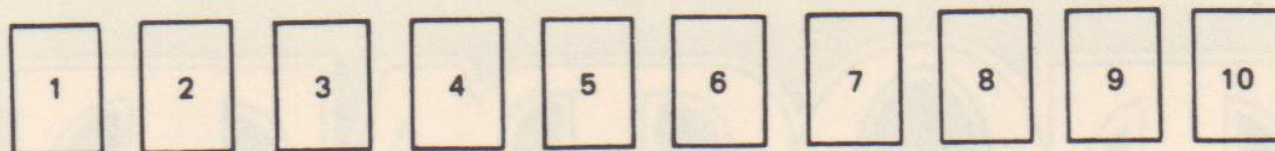
Turn over hand cards one at a time. Cards that play in the foundation piles must be played there at once; they may not be built on the tableau. Cards that cannot be played on either foundation piles or tableau piles are placed in a discard pile, face up. The top such discard is always available for play on the tableau or the foundation. Run through the hand only once.

NAPOLEON SOLITAIRE

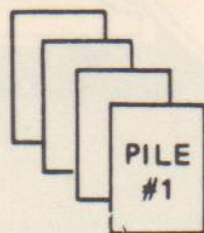
Legend has it that Napoleon whiled away the time of his exile on St. Helena with this game. Use only the Minor Arcana.

The Tableau—Lay out 10 cards in a row, face up. Then place three more face up rows overlapping the first.

Illustration #5



EACH PILE IS
4 CARDS DEEP



Foundations—All aces must be placed in a row above the tableau as soon as they are available. Build each foundation suit up in sequence from Ace through King.

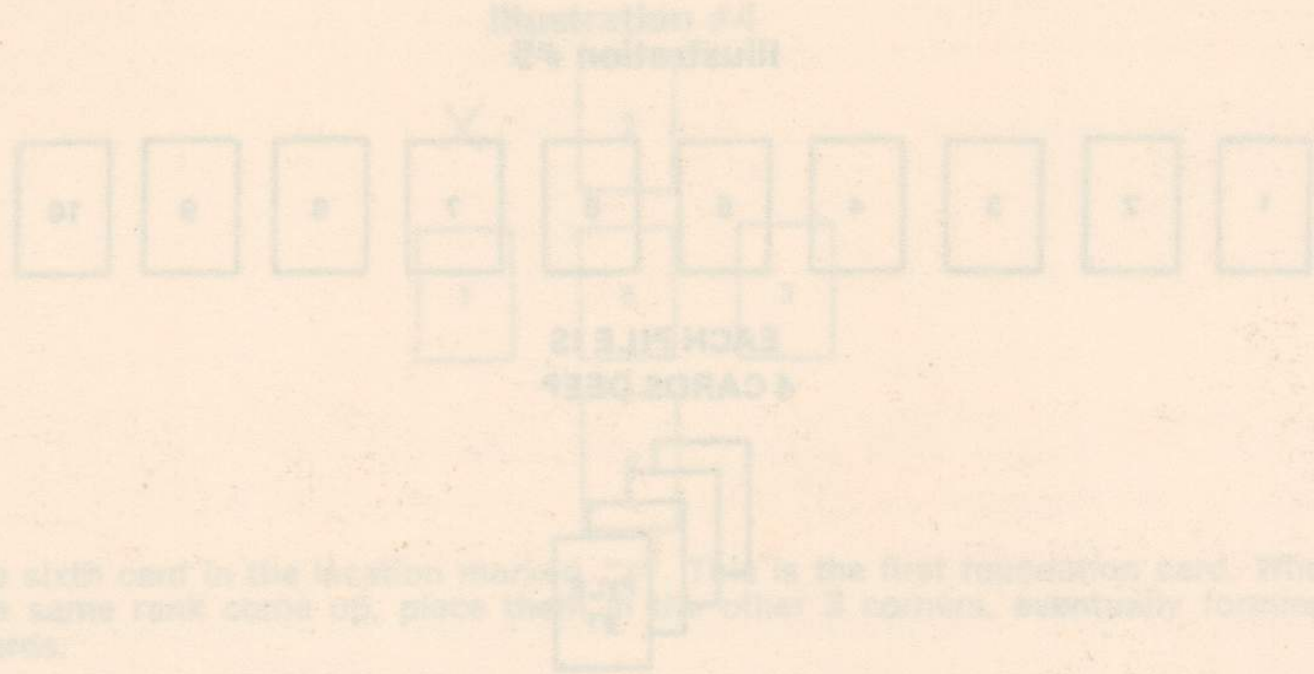
Only the uppermost card of a tableau pile is available for play. Such a card may be played on a foundation or on a tableau card of next higher rank in the same suit.

Empty spaces in the tableau may be filled by an available card of your choice. A king on a tableau pile may be moved only to an empty space or a foundation.

Turn over hand cards one at a time, playing to either the tableau or the foundations, if you can. Discard unplayable cards face up onto a fan-shaped discard pile, so that all discards are visible. The top card of the discard pile may be played onto the foundations or the tableau. Run through the hand cards only once.

TAROT SOLITAIRE

Use only the Minor Arcana.
The Tableau—Lay out 10 cards in a row face up. The tableau is the last.



Now place a sixth card in the location marked 'X' in the tableau. This is the first tableau card. When this card is placed, the tableau will consist of 11 cards. The tableau is now a square of cards.

The remaining cards are the hand cards.
The five cards of the cross form the Tarot Tableau. You may build on a tableau card by placing a card on top of it. A card may be placed on a tableau card if it is of the same rank as the card on which it is placed. Only the cards of the same rank as the card on which it is placed may be placed on a tableau card. A card may be placed on a tableau card if it is of the same rank as the card on which it is placed. The cards of the same rank as the card on which it is placed may be placed on a tableau card. The cards of the same rank as the card on which it is placed may be placed on a tableau card. The cards of the same rank as the card on which it is placed may be placed on a tableau card.