DECKTET CHARTS AND TABLES

These are reference tables that appear in the Decktet Book. You are welcome to print your own copies. For context and explanation, look in the book or visit the website.

The peckeer website:



യ്യോ ZTIU2 യയ



Moons



O Suns



⊖ Waves



I Leaves



Ø Wyrms



₩ Knots

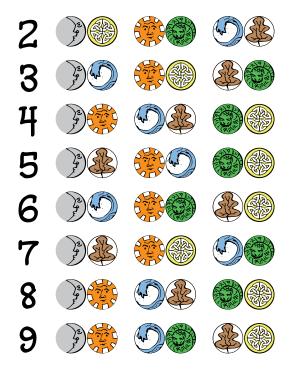
∞ RANKS ∞

A Aces
2-9 number ranks

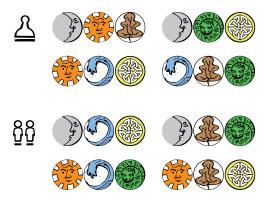
Pawns & Courts & Crowns

SUIT COMBINATIONS

SARY BASIC DECK SUIT SASS



DOOD EXTENDED DECK ONG



PERSONALITIES

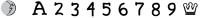
Personalities are the face cards; each depicts two portraits of a single figure. They are point cards in ADAMAN and HERMIT.

All of the personalities together add up to a total of 66 points.

Personality	Value	Rank&SuitS
the Author	2	2
the Painter	3	3
the Savage	3	3
the Sailor	4	4 9
the Soldier	5	5
the Lunatic	6	6
the Penitent	6	6
the Diplomat	8	8
the Merchant	9	9
the Bard	10	™
the Huntress	10	W B

CHICANE REFERENCE

Card distribution in a Top hand:



A W



Card distribution in a Bottom hand:





HIGH BIDDER missing bid scores zero
...making bid exactly " bid + 3

...overshooting bid " bid - 1 per overtrick

EVERYONE ELSE scores number of tricks taken

NIL BIDDER making bid scores ten

...missing bid " - 1 for each trick taken

GOBLIN MARKET REFERENCE

∞% TURN ORDER ∞∞

A card is revealed from the Auction Deck to determine the size of the auction:

Ace = one card, number = two cards, ₩ = three cards

- ® Cards for auction are revealed from the Auction Deck.
- © Players bid until there is an unchallenged high bid.
- The high bidder decides whether to take all of the cards or share them, cards are distributed, and anyone who got a card pays their bid.
- © Players who did not get cards from the auction may get coins if they already own cards that are close to the winning bid; for example, if the winning bid is six coins and they own a 6, 5, or 4.
- © All players get a chance for a few coins, depending on a card from the Goblin Deck.

∾% SCORING &∞

+ 1 point per card for your three strongest suits

- 1 point per card for each other suit

Number cards score for both suits and so are worth +2, 0, or -2 points.

MAGNATE REFERENCE

യാട്ട് TURN ORDER ‱

R. Roll the dice...Resolve taxation.Collect resources.

B. Play a card...

Develop a property,
purchase a deed,
or sell a card.

Option: Develop deeds. Option: Trade resources.

C. Draw a card

SO TAX TABLE SE

When either resource die rolls a '1', roll for taxation.

1 9 - 2 9 - 3 9 - 4 8 - 5 9 - 6 9

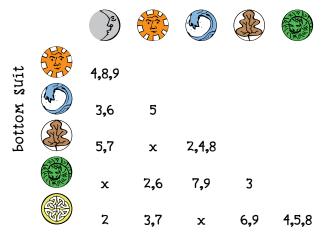
Both players lose all but one of the taxed resource.

-%ಕ CHANCE OF GETTING RESOURCES ೫೩೦-

Ace	1 in 100	rolls
2	3 in 100	u
3	5 in 100	u
4	7 in 100	"
5	9 in 100	u
6	11 in 100	"
7	13 in 100	u
8	15 in 100	"
9	17 in 100	u
w	19 in 100	u

NONESUCH REFERENCE





സ്ക്ഷൂ SCORING ജൂള്ള

a bid of SOME scores 1 point per trick

a bid of MOST

a bid of MOST				
taking at least half of the tricks	scores	2 points per trick		
taking fewer than half the tricks	u	-1 per trick short		

a bid of NONE

taking zero tricks	scores	9 in 4-player game 12 in 3-player game
taking any tricks	u	-1 per trick

TERRAPIN REFERENCE

PAIRS:
5 points each

Additional ACES or
CROWNS:
5 points each

RUN, your longest
straight:

2 for each card after the first

1	probabilit	У				
hand size	of Turtle Butt	10%		median 50%	75%	90%
3	.01			2	4	5
4	.09		2	4	5	7
5	.24	2	4	7	7	10
6	.42	4	7	q	11	12
7	.58	7	9	12	14	16
8	.71	9	12	14	17	19
P	.81	13	14	17	20	22
10	.88	16	19	21	24	26
11	.92	21	23	24	27	29
12	.95	25	26	29	31	33
13	.97	29	31	33	35	37
14	.98	34	36	38	39	41
15	.99	38	41	43	44	45

Frequency of suit combinations in the basic deck







SUMMARY OF CARDS BY INTERPRETIVE TYPE

್ Loc	ATIONS	er Per	SONALITIES
2 09	Desert	2 D¥	Author
2 Θর	Origin	3 ⊙Ж	Painter
4 DO	Mountain	3 A 🔊	Savage
5 Да	Forest	4 Өя	Sailor
6 A ж	Market	5 9 %	Soldier
7 ⊙Ж	Castle	6 DO	Lunatic
7 0 9	Cave	6 09	Penitent
8 ಅಸ	Mill	8 OD	Diplomat
9 O 9	Darkness	9 A X	Merchant
೩ ಅನ್ನ	Borderland	l Dox	Watchman
# O O 9	Island	⅓⊙⊕₩	Light Keeper
೫ ೦೮೫	Window	₩⊕C ii	Consul
₩ Θ	Sea	₩ ⊙	Bard
ಜ್ ನ	End	™ ⊃	Huntress

© EVENTS

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2 ಅಥ Origin 3 DO Journey 4 9% -Battle 5 OO Discovery 6 対策 Market 7 Dダ Chance: Betrayal Chance Meeting 9 DO Pact 1 DOS Harvest #Dସ⊚ Rite ᄣᄶ End Calamity **88** 9

Windfall