

Biriba

2-6 players

52 cards

Difficulty: Medium

Duration: Long

Form biribas (seven-card melds) and be the first team to go out.

SETUP

- 2-6 players in partnerships.
- Use two decks plus jokers (108 cards).
- Deal 11 cards each, set aside a pot pile per team.

SCORING

- Clean biriba = 300 points, dirty biriba = 150 points.
- Card values: Jokers 50, Aces/2s 20, face cards 10, others 5.

Tip: Build clean biribas for maximum points and pick up the discard pile strategically.

ON YOUR TURN

- Draw from the stock or pick up the discard pile.
- Lay down or extend melds on the table.
- Discard one card to end your turn.

Biriba is a popular Greek partnership rummy game played with two standard decks plus jokers. Players form melds and aim to create 'biribas' (canasta-like sets of seven or more cards) to score big and go out.

Objective

Form melds of three or more cards of the same rank or sequences in suit. Create biribas (sets of seven or more) and be the first team to go out by emptying your hand.

Setup

1. **Players:** 2 to 6 players, typically played in partnerships of two or three per team.
2. **Deck:** Two standard 52-card decks plus 4 jokers (108 cards total). Twos and jokers are wild.
3. **Deal:** Each player receives 11 cards. A separate pile of 6 cards (the 'pot') is set aside for each team to pick up after completing their first biriba.

Gameplay

1. **Step 1:** On your turn, draw one card from the stock pile or pick up the entire discard pile (under certain conditions).
2. **Step 2:** Lay down new melds or add cards to existing melds on the table. Melds can be sets of the same rank or runs in the same suit.
3. **Step 3:** Wild cards (twos and jokers) can substitute for any card in a meld, but a meld cannot have more wild cards than natural cards.
4. **Step 4:** Discard one card to end your turn. When your team completes a biriba of seven cards, you may pick up your pot pile.

Scoring

- A clean biriba (no wild cards) is worth 300 points. A dirty biriba (containing wild cards) is worth 150 points.
- Individual card values are also counted. Jokers are 50, twos and aces are 20, face cards are 10, and number cards are 5 points each.

Variations

- **Two-Player Biriba:** Each player plays individually without a partner, with adjusted hand sizes.
- **Six-Player Biriba:** Three teams of two compete, adding complexity to partnership coordination.

Tips and Strategies

- Prioritize building clean biribas for double the points of dirty ones.
- Pick up the discard pile when it contains multiple useful cards to accelerate your melding.
- Communicate with your partner through your melds, showing which suits or ranks you are collecting.

Tips & Strategy

Focus on building clean biribas whenever possible, as they are worth twice the points. Timing when to pick up the discard pile can give your team a huge advantage. Balancing offensive melding with defensive discarding is key. Avoid discarding cards that help opponents complete their biribas.