

# Briscola

2-6 players

40 cards

Difficulty: Easy

Duration: Medium

Score more than 60 of the 120 total card points by winning valuable tricks.

## SETUP

- Use a 40-card deck (remove 8s, 9s, 10s from a standard deck).
- Deal 3 cards to each player.
- Flip one card face-up to set the trump suit (briscola).

## SCORING

- Ace: 11 points, Three: 10 points.
- King: 4, Queen: 3, Jack: 2.
- Cards 2-7 have no point value.
- Score 61+ points to win.

*Tip: Save your trump cards to capture opponents' Aces and Threes for maximum value.*

## ON YOUR TURN

- Play one card; no obligation to follow suit.
- Highest trump wins, or highest card of the led suit.
- Trick winner draws first from stock, then others draw.
- When stock is empty, play out remaining cards.

*Briscola is a classic Italian trick-taking game known for its straightforward rules and engaging strategy. Using a 40-card Italian deck, players compete to capture the most valuable cards through clever play and reading their opponents.*

## Objective

Score more points than your opponents by winning tricks that contain high-value cards. The total pool of points across all cards is 120, so you need at least 61 to win.

## Setup

1. **Players:** 2 to 6 players (best with 2 or 4 in partnerships).
2. **Deck:** Italian 40-card deck or a standard deck with 8s, 9s, and 10s removed.
3. **Deal:** Each player receives 3 cards. Place the next card face-up to determine the trump suit (briscola), then place the remaining deck face-down on top of it, leaving the trump card partially visible.

## Card Values and Rankings

1. **Ace:** 11 points (highest rank).
2. **Three:** 10 points (second highest).
3. **King:** 4 points.
4. **Queen (Horse):** 3 points.
5. **Jack (Knaive):** 2 points.
6. **7 through 2:** No point value but can still win tricks.

## Gameplay

1. **Leading:** The player to the dealer's right leads the first trick by playing any card.
2. **Following:** Unlike most trick-taking games, there is no obligation to follow suit. Players may play any card from their hand.
3. **Winning Tricks:** The highest trump card wins. If no trump is played, the highest card of the suit led wins.
4. **Drawing:** After each trick, all players draw one card from the stock to replenish their hand to 3 cards. The trick winner draws first.
5. **Endgame:** When the stock is exhausted, players play out their remaining cards without drawing.

## Tips and Strategies

- Remember which trump cards have been played to gauge when it is safe to lead high-value non-trump cards.
- In partnership play, signal your strengths to your partner through your card choices.
- Save trump cards for when opponents play their Aces and Threes.

## Tips & Strategy

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Track trump cards carefully. Since you do not have to follow suit, you can choose the perfect moment to play your trump cards for maximum value.

The freedom from following suit is what makes Briscola unique. Use this to your advantage by withholding trump cards until you can capture maximum point value.