

# Commercio

3-10 giocatori

52 carte

Difficoltà: Media

Durata: Media

**Avere la mano di maggior valore al momento della rivelazione.**

## PREPARAZIONE

- Distribuisci 3 carte a ciascun giocatore.
- Crea una pila centrale di carte scoperte (il mercato).

## PUNTEGGIO

- Tre uguali > Scala a colore > Colore > Coppia > Carta alta.
- Il giocatore con la mano più alta vince il piatto.

*Consiglio: Osserva le reazioni degli avversari al mercato per capire cosa cercano.*

## AL TUO TURNO

- Scambia una carta con il mercato, scambia l'intera mano o passa.
- Quando sei soddisfatto, bussa per avviare il conto alla rovescia.

Commercio è un classico gioco di carte in cui i giocatori mirano a ottenere la mano di maggior valore attraverso scambi strategici.

## Preparazione

Si usa un mazzo standard da 52 carte. Distribuisci 3 carte a ciascun giocatore. Crea una pila centrale di carte scoperte (il 'mercato').

1. **Token Distribution:** Each player starts with three tokens placed in front of them, representing their stake in the game.
2. **Seating Arrangements:** Players determine seating arrangements and the first dealer by drawing cards. The player who draws the highest card becomes the dealer for the first round, gaining the advantage of choosing their seat first.
3. **Dealing:** The dealer shuffles the deck thoroughly and allows the player to their right to cut the deck. Each player is then dealt three cards, one at a time, in a clockwise manner. Additionally, three cards are revealed face up in the center of the table, forming the widow.

## Svolgimento del gioco

A turno, ogni giocatore può: scambiare una carta con una del mercato, scambiare la propria mano con quella del mercato, o passare.

1. **Hand Evaluation:** Players examine their hands, strategizing to create the highest possible combination of cards.
2. **Trading Cards:** Beginning with the player to the left of the dealer, each player has the option to trade up to three of their cards with the cards from the widow or choose to pass. This process continues clockwise around the table.
3. **Round Completion:** The number of trading rounds equals the number of active players. At the end of each round, the dealer adds another card to the widow to provide additional options for players in subsequent rounds.
4. **Revealing Hands:** Once the designated trading rounds are complete, players reveal their hands. The player with the lowest-ranking hand loses one token (life). Tokens represent lives — losing all tokens means elimination from the game.

## Combinazioni di mani

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Tre uguali > Scala a colore > Colore > Coppia > Carta alta.  
Vince la mano con il valore più alto.

- **Tricon:** A set of three cards of the same rank, with higher ranks yielding stronger hands.
- **Sequence:** Three cards of the same suit in numerical order, with higher-ranking sequences outranking lower ones.
- **Flush:** Three cards of the same suit, with the highest-ranked suit winning in case of ties.
- **Pair:** Two cards of the same rank, with the highest pair prevailing.
- **Point:** The total value of three random cards, with a higher total resulting in a stronger hand.

## Fine del gioco

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Quando un giocatore è soddisfatto della propria mano, bussa sul tavolo. Tutti gli altri hanno un ultimo turno. Poi si rivelano le mani.

## Varianti

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Le varianti includono regole diverse per le puntate e le combinazioni speciali.

- **Pounce:** Pounce, or Pounce Commerce, is a popular variation where players can "pounce" on a fourth card of the same rank if they already have three matching cards. For example, if a player has three Nines and the fourth Nine is revealed in the pool, they can call "Pounce" and take it, forming a higher hand of four. Each pounce triggers the revelation of a new card from the deck, adding excitement and unpredictability to the game.
- **Trade and Barter:** In this variant, players trade cards without the use of a widow. Starting with the eldest player, each player can choose to "trade" or "barter" a card. When a player trades, they exchange one card with the dealer, paying a chip for the privilege. If they opt to barter, they exchange a card with their right-hand neighbor without payment. The game continues until a player knocks, and in case of ties, priority is given to the dealer or the player next in order after the dealer.
- **Trentuno:** Trentuno is played with a 40-card deck, and the goal is to have a hand totaling 31 points or the nearest below it. Three of a kind holds a special rank between 30 and 31 points. This variation introduces a unique hand-ranking system and alters the deck composition, providing players with new strategic challenges.
- **Extended Commerce:** Extended Commerce extends the game until all players are satisfied with their hands. Players continue trading until they are content with their cards, eliminating the rounds-based structure of traditional gameplay. While this variation offers more flexibility, it can prolong the game significantly. Additionally, the combinations of "pair" and "point" are not recognized in this variant, streamlining the hand-ranking process.

## Strategie e consigli

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Osserva le carte nel mercato e le reazioni degli avversari per capire cosa cercano.

- Pay attention to the cards in the widow to gauge potential trades.
- Prioritize forming strong combinations early in the game.
- Keep track of opponents' trades and hand movements to anticipate their strategies.

## Consigli e strategia

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Osserva il mercato e le reazioni degli avversari. Scegli il momento giusto per bussare.

Il timing è fondamentale: bussare troppo presto può farti perdere l'opportunità di migliorare la mano.