

# Sueca

4 players

40 cards

Difficulty: Medium

Duration: Medium

## Win tricks containing high-value cards to outscore the opposing partnership.

### SETUP

- Use a 40-card deck (remove 8s, 9s, and 10s).
- Deal 10 cards to each of 4 players in two partnerships.
- The dealer's last card determines the trump suit.

### SCORING

- Aces: 11, Sevens: 10, Kings: 4, Jacks: 3, Queens: 2.
- 120 total points per hand; team with over 60 wins the deal.
- Cards rank A-7-K-J-Q-6-5-4-3-2 within each suit.

*Tip: Remember that sevens outrank kings; plan your plays around their high value.*

### ON YOUR TURN

- Player to dealer's right leads first.
- Follow suit if possible; otherwise play any card including trumps.
- Highest trump wins, or highest led-suit card if no trump played.

Sueca is a popular Portuguese trick-taking card game for four players in partnerships. Played with a 40-card deck, it features a trump suit determined by the last dealt card and emphasizes trick-taking skill and partnership coordination.

## Objective

Win tricks containing high-value cards. The partnership that accumulates more card points in a hand wins that deal. The game is played over multiple hands to a target score.

## Setup

1. **Players:** 4 players in two fixed partnerships.
2. **Deck:** A 40-card deck (remove 8s, 9s, and 10s from a standard deck).
3. **Deal:** Each player receives 10 cards.
4. **Trump:** The last card dealt to the dealer determines the trump suit.

## Gameplay

1. **Lead:** The player to the dealer's right leads the first trick.
2. **Follow suit:** Players must follow the led suit if possible. If unable, they may play any card including trumps.
3. **Win the trick:** The highest trump wins; otherwise, the highest card of the led suit wins.
4. **Card ranking:** Within each suit, cards rank Ace (highest), 7, King, Jack, Queen, 6, 5, 4, 3, 2.
5. **Play all tricks:** Continue until all 10 tricks are complete.

## Scoring

- **Aces:** 11 points each.
- **Sevens:** 10 points each.
- **Kings:** 4 points each.
- **Jacks:** 3 points each.
- **Queens:** 2 points each.
- **Total:** 120 points are available per hand. The team with more than 60 wins the deal.

## Variations

- **Sueca Italiana:** A variant where players are required to trump when they cannot follow suit.
- **Sueca Aberta:** An open-hand variant sometimes used for teaching or as a strategic challenge.

## Tips and Strategies

- Lead aces early to collect points safely while your partner can support with high cards.
- Remember the unusual ranking where sevens are the second highest cards after aces.
- Communicate implicitly with your partner through the cards you choose to play on their leads.

## Tips & Strategy

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The unusual ranking where 7s outrank Kings catches newcomers off guard. Memorize the rank order early and plan your plays around the high value of sevens.

Controlling trumps is essential. If your team has strong trumps, draw them out early to make your side-suit aces and sevens safe winners.