

Tranca

2-4 players

108 cards

Difficulty: Medium

Duration: Long

Build tranças (seven-card melds) and score the most points with your partner.

SETUP

- 4 players in partnerships use two decks plus jokers.
- Deal 11 cards each; set aside a morto (reserve hand) per team.
- Remaining cards form the stock; one card starts the discard pile.

SCORING

- Clean trança (no wilds): 200 points.
- Dirty trança (with wilds): 100 points.
- Going out: 100 bonus points.

Tip: Lock the discard pile when it contains cards your opponents need to cripple their melding.

ON YOUR TURN

- Draw from stock or take the discard pile (with restrictions).
- Meld groups of 3+ same-rank cards; extend to build tranças.
- When you empty your hand, pick up your team's morto.
- Lock the discard pile to restrict opponent access.

Tranca is a Brazilian partnership card game related to Canasta and Buraco, featuring a unique locked-pile mechanic that gives the game its name. Players build melds and strive to form tranças (complete seven-card groups) while managing a dynamic discard pile.

Objective

Form melds and build tranças (seven-card groups) to score points. The first team to reach the target score across multiple rounds wins the match.

Setup

1. **Players:** 4 players in two partnerships.
2. **Deck:** Two standard 52-card decks plus jokers.
3. **Deal:** Each player receives 11 cards.
4. **Morto:** A reserve hand of 11 cards is set aside for each team, face down.

Gameplay

1. **Drawing:** Draw from the stock or take the discard pile (with restrictions).
2. **Melding:** Place groups of three or more same-rank cards on the table.
3. **Building tranças:** Extend melds to seven cards. A clean trança uses no wild cards; a dirty trança includes them.
4. **Morto pickup:** When a player runs out of cards, they pick up their team's morto (reserve hand) and continue.
5. **Locking the pile:** Certain plays can lock the discard pile, making it harder for opponents to pick it up.

Scoring

- **Clean trança:** 200 points.
- **Dirty trança:** 100 points.
- **Going out:** 100 bonus points.
- **Card values vary:** High cards are worth more, low cards less.

Variations

- **Tranca Aberta:** An open variant where some melds are visible to all players.
- **Two-player Tranca:** Adapted for head-to-head play with adjusted dealing.

Tips and Strategies

- Lock the discard pile when it contains cards your opponents need. This defensive move can cripple their melding plans.
- Time the morto pickup strategically. Going out quickly to grab the reserve hand can give your team a significant card advantage.

Tips & Strategy

The locked-pile mechanic is Tranca's defining feature. Use it aggressively to deny opponents resources, and coordinate morto pickups with your partner for maximum team advantage.

Balancing offensive melding with defensive pile management is the core strategic tension. Overcommitting to melds leaves you vulnerable, while hoarding cards slows your scoring.