

Treseta

4 players

40 cards

Difficulty: Medium

Duration: Medium

With your partner, capture the most point-value cards in tricks.

SETUP

- 4 players in two partnerships use a 40-card deck.
- Deal 10 cards to each player.
- Card ranking: 3, 2, A, K, Q, J, 7, 6, 5, 4 (high to low).

SCORING

- Aces: 1 point each.
- 3s, 2s, Kings, Queens, Jacks: one-third point each.
- Winning the last trick earns 1 bonus point.

Tip: Memorize which high cards have been played since there are no trumps and suit tracking is critical.

ON YOUR TURN

- No trumps; highest card of the led suit wins.
- Follow suit if possible.
- Partners may use approved verbal signals about holdings.

Treseta (also called Tressette) is a beloved Italian trick-taking card game for four players in partnerships. Played with a 40-card Italian deck, it emphasizes memory, signaling between partners, and careful card management. It remains one of Italy's most popular traditional card games.

Objective

Working with your partner, capture cards worth points in tricks. The partnership that reaches the target score first wins.

Setup

1. **Players:** 4 players in two partnerships.
2. **Deck:** A 40-card Italian deck, or a standard deck with 8s, 9s, and 10s removed.
3. **Deal:** Each player receives 10 cards.
4. **Card ranking:** 3, 2, Ace, King, Queen, Jack, 7, 6, 5, 4 (high to low).

Gameplay

1. **No trumps:** There is no trump suit in Treseta. The highest card of the led suit wins each trick.
2. **Following suit:** Players must follow the led suit if possible.
3. **Signaling:** Partners may use approved verbal signals to communicate about their holdings.
4. **Declarations:** Certain combinations can be declared for bonus points at the start of play.

Scoring

- **Aces:** 1 point each.
- **3s, 2s, Kings, Queens, Jacks:** One-third of a point each (fractions accumulate).
- **Last trick:** The team that wins the last trick earns 1 bonus point.

Variations

- **Treseta con la Briscola:** Combines Treseta with a trump suit, adding an extra strategic layer.
- **Ciapa No:** A trick-avoidance variant where players try not to take point cards.

Tips and Strategies

- Memorize which high cards have been played. Since there are no trumps, knowing the remaining cards in each suit is critical.
- Use approved signals wisely to coordinate with your partner without giving too much information to opponents.

Tips & Strategy

Memory is the single most important skill. Track which threes, twos, and aces have been played in each suit to know when your remaining cards are winners.

Without trumps, suit control becomes paramount. Establishing a long suit where you hold the highest remaining cards lets you run tricks while opponents can only follow helplessly.