

Rules of briscola:



Rules for 2 players

The game starts. The first to play is the player to the right of the dealer. In the two player version, this means that the non-dealer (A) will start.

A leads one of his three cards, face up.

B plays one of his cards, and wins or loses the trick according to these three simple rules:

1. If B plays a card of the same suit as the card led by A, then the trick is won by whoever played the higher card - the winner takes both cards away, and puts them, face down, in a pile near him.
2. If B plays a card which has a different suit from the card which A led, but neither card is a Briscola (trump), A wins the trick, and the cards will go to A, even if B's card was of higher rank.
3. If B plays a card of a different suit from A's, and one of the cards is a Briscola (trump), then the player of the Briscola wins the trick.

Rules for 4 players

The game remains more or less the same, but the two pairs of players sit face to face, and each pair plays as a team. Playing proceeds counter-clockwise.

When playing the 4 or 6 players partnership versions of Briscola, most groups allow some communication between partners either by conversation or by visual signals. See below.

The player to the right of the dealer leads first. The other players may play **any** card (there is no requirement to follow suit). If no one plays a Briscola the trick is won by the highest card of the suit led. If one or more players plays a Briscola, the highest Briscola wins.

Each player in turn, starting with the winner of the trick, then draws a card from the undealt pile. The winner of the trick then leads to the next one.

When the undealt cards are used up, the next player draws the Briscola card, and the game continues without drawing until all the cards have been played.

