

The Briscola Game

And three!!! As promised after the tresette and scopone game announces, I'm glad to present to all the cyberspace sailers another very popular Italian card game: the briscola game.

In this release you play the briscola game with the player named "amico" against the other two players named "AVVERSARIO1" and "AVVERSARIO2"

You have just to push the button "Gioca" and you will see your cards and the briscola card at the center. After that, you can click with the mouse to select your card to play, and then the other players will play their cards according to their game strategy. Considering the great number of information requests of instruction on how to play the game from people living outside Italy, this time I have included some instruction on how to play the game.

This version of the game is public domain and for this reason it has some lacks (the final count score disable, you cannot select other decks, you cannot repeat the last game with the same cards, the card choice algorithm is quite poor, no signalling, etc.).

So, if you like the game, you are encouraged to register and you will receive the professional version of this game.

The registration price is \$25.

Ask me for other currency.

For European people the best way to make the registration is an international postal order at my name and address.

If you like you can register for two games at the special price of \$40 or for all the three games at the price of 60\$.

For information, comments and registration write to:

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See you to the next Italian Card game.

La Briscola

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La Briscola Game

E treeee! Dopo il tresette e lo scopone scientifico a grande richiesta sono orgoglioso di annunciare al vasto mondo del cyberspace internet un altro gioco di carte italiano: la briscola..

In questa release del game si gioca la briscola in quattro cioe' tu sei in coppia con un altro amico (simulato dal computer) e giochi contro una coppia di avversari(simulati entrambi dal computer).

L'unica cosa che devi fare e'selezionare la tua carta con il mouse quando e' il tuo turno e cliccare con il mouse alla fine di ogni mano.

Questa versione del gioco e' public domain cioe' puoi copiarla per te e per i tuoi amici liberamente.

Pero' questa versione ha volutamente alcuni limiti di gioco (quali il conteggio finale, l'algoritmo di scelta della carta abbastanza primitivo, i segnali del tuo compagno di gioco, la scelta del tipo di mazzo di carte, la rotazione del primo di mano a giocare, etc.).

Quindi se ti piace il game e pensi che valga una piccola cifra per la registrazione, ti puoi registrare come utente e, oltre a stare a posto con la tua coscienza, ad aver in parte ripagato le mie tante ore di lavoro, potrai ricevere la versione completa del game.

Ringrazio tutti anticipatamente per la collaborazione.

Il prezzo della registrazione e' di 30.000 svalutate lirette, se poi ti interessa avere anche la versione pro del tresette o dello scopone il prezzo per due giochi e' di sole 50.000 L. . Per tutti e tre i giochi il costo della registrazione e' di L. 70.000.

Il modo migliore e piu' veloce per registrarsi e' un vaglia postale a mio nome oppure un bonifico bancario (ma e' piu' lento e piu' costoso!) .

Auguro a tutti gli utilizzatori buon divertimento!

Per informazioni,commenti e ... registrazioni scrivere a:

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Briscola instruction

Briscola is a trick taking game - that is, the object of the game is to take cards which gives you (or your team) a high score. It is played with a 40 card deck. It is often played with Italian cards, which have suits of coins, cups, batons and swords, but you may play using a standard card deck, just by removing the Jokers, eights, nines and tens.

Briscola may be played with two, three, four or six players.

Rank and value of cards

In order to define which card wins a particular trick, we must first define a card ranking, given from highest to lowest:

ace, three, king, queen, jack, 7, 6, 5, 4, 2.

Also, the cards have a point value:

ace: 11 points
three: 10 points
King: 4 points
Queen: 3 points
Jack: 2 points

The remaining cards have no point value. At the end will follow the picture of the cards.

As you see, the total value of cards in the deck adds up to 120 points. The player (or team) which scores at least 61 points in a game wins. Games can end in a draw when both reach the same point total (60), and usually Briscola is played to the best of three or five games.

Two player Briscola

This is the easiest version of the game, and will serve as a basis for the multiplayer versions.

One of the two players shuffles the deck and deals three cards to each player. He then takes a card (the seventh, in this case) and puts it face up near the pile of undealt cards, which are placed face down. The face-up card suit defines which will be the Briscola suit for the game. The Briscola suit is the trump suit, i.e. the suit which always takes all other cards, card ranking notwithstanding.

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.

Example (Briscola is the four of spades):

- * Player A leads the 5 of clubs.
- * Player B plays the ace of clubs. B takes the trick (Rule 1).

- * Player A leads the 5 of hearts.
- * Player B plays the King of clubs. Player A takes the trick (Rule 2)

- * Player A leads the ace of diamonds.
- * Player B plays 6 of spades (briscola). He wins the round (Rule 3).

Note that Briscola is unlike many card games, in that there is no obligation for the second player to play a card of the same suit as the first card or to trump it, just because he can. The second player is free to play any of his cards.

Note that if both players play a briscola, rule 1 dictates that the higher ranking card wins.

After each trick, each player draws a card from the pile of undealt cards, and the game goes on. The player who won the trick will lead to the next one.

Eventually the undealt cards will be used up, and one of the two players will have to draw the face up Briscola card. The game then continues, without drawing cards, until all the cards have been played.

At the end, each player takes the pile of cards he won in tricks during the game, and counts up the points according to the point scale shown above. The player with more points wins, or if each has 60, it is a draw.

Variation

Some people play that if the turned-up card, the one that indicates the trump suit, is an ace or a three (the two strongest cards), the card is put back in the middle of the deck and another card is turned up.

Four player Briscola

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, like in Bridge. Playing proceeds counter-clockwise.

When playing the 4 or 6 players versions, players should avoid talking about the cards they have in hand. However, some players use a system of signalling, using facial expressions to indicate what cards they have.

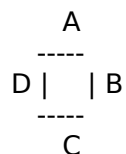
The player to the right of the dealer leads first. The other players may play ANY card (there is no requirement to follow suit). If no one plays a Briscola the trick is won by the highest card of the suit led. If one or more players play a Briscola, the highest Briscola wins.

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.

Example:

The players are A, B, C, D, placed around a table like this:



A and C play together against B and D. A deals the cards. Briscola (the ninth card) comes up as a three of hearts.

- * D, who sits counter-clockwise from A, plays first, and leads the 4 of spades.
- * C plays the Jack of spades.
- * B plays the two of hearts.
- * If A does not play a higher Briscola, all four the cards will go to the D & B team.
- * A thinks that for this meagre booty (the Jack is only two points, after all) it is not worth using a Briscola, or perhaps he does not have one; anyway, he plays the 5 of clubs.
- * The trick is taken by the B & D team.
- * D leads to the next trick.

Signals

One system of signals in use to indicate high Briscola cards is as follows:

Ace	stretch the lips over the teeth
Three	distort the mouth to one side
King	glance upwards
Queen/Knight	show the tip of the tongue
Jack	shrug one shoulder

[Card pictures](#)

Card pictures



Ace highest rank 11point



Three rank 10 point



King 4 point



Queen 3 point



Jack 2 point

