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Beginner's Guide

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- <http://www.burracogame.com/regole-burraco/>

Practical advice to win burraco

Hello to all lovers of Burraco, in this short guide we will give you some useful tips to start winning right away, with particular reference to team play.

In the following chapters we will assume that you know the rules for playing, if not, you can download the pdf with the regulation complete from our website www.burracogame.com.

Of course there is no common strategy that fits everyone and can be applied in every circumstance, but there are certainly some basic techniques that can help us avoiding very common mistakes among beginners.

Let's start by saying that, being a team game, it is necessary to develop a strategy that takes into account the way our partner plays; but being close-knit as a team is not enough, because a winning strategy can not ignore the play of our opponents: therefore eyes always focused not only on their play on the ground, but also on the cards that discard and collect.

The starting point for developing a good game technique could be to underline the different phases in which one game stands out, which are in order:

- closing to go to the cockpit
- realization of at least one burraco
- fanned closure.

Already analyzing these three points we can make the following assessment: our first goal is to go well and do not worry about making burraco. Then introduce the strategy of the burraco, according to which one of the two players takes from the mountain scraps and descends as many sequences as possible to allow his partner to hook his cards and quickly go to the cockpit, without worrying too much to do burraco (for now at least). Of course, this strategy may not always be the best and we may have to change it to speed up the game and bet both on the cockpit, if for example our opponents were threatening to close to closing.

However, once you have gone to the cockpit you have to push to do at least a burraco and thus guarantee the possibility to close: do not worry too much to make a clean burraco unless you want to stay with jolly and pinelle in hand while your opponents close . If the clean burraco gets better, otherwise it does not do anything. Now that they have a general smattering we can go into a little more detail and analyze some aspects that are essential for developing a winning strategy.

Know the cards

The first step in learning to win is to know the cards: it seems trivial but it is not.

One of the first questions that the burraco player asks is the following: better to go down a sequence or a combination? In general, the answer is a sequence; in fact, the latter has more chances to lengthen and become a burraco than a combination, this is because the more we add cards to a combination and the less available cards remain in the deck to lengthen it further, which does not happen with the sequences; also going down for example a burraco of 7 we deprive almost entirely of the possibility of realizing a pure burraco with a sequence: the 7 is in fact present in almost every sequence when we make a burraco, as shown below:

A – K – Q – J – 10 – 9 - 8
K – Q – J – 10 – 9 – 8 - 7
Q – J – 10 – 9 – 8 – 7 - 6
J – 10 – 9 – 8 – 7 – 6 - 5
10 – 9 – 8 – 7 – 6 – 5 - 4
9 – 8 – 7 – 6 – 5 – 4 - 3
8 – 7 – 6 – 5 – 4 – 3 - 2
7 – 6 – 5 – 4 – 3 – 2 – A

It is evident how the 7 and the 8 are the cards that appear several times (for this they are called central cards), while the ace and the K the less frequent ones; It is easy to understand which cards we should keep and which ones we do not: avoid discarding central cards like 7 and 8, but also 6 and 9, because there are much more useful in forming our sequences with respect to axes and figures. Instinctively we are inclined to consider the ace the most important card of the deck (or among the most important), and in most card games it is so, but not in the Burraco.

A note: do not consider 3 or 4 as external cards because it is good practice to lengthen the sequences down to bring the pinella back to its natural position.

Opening strategies

From the previous chapter we understand how the general rule to follow to open a new game is to create sequences.

Of course it is not always that simple and there are exceptions that must be evaluated on a case-by-case basis, also taking into consideration our partner and the opponent's game.

For example, finding ourselves playing against a very unscrupulous couple could be forced to speed up our game, thus sacrificing the ability to optimize the game on the ground to quickly go to the cockpit.

Another case in which it may be useful to go down a combination is when it allows us to make a burraco or to close; but also when we needed to hook up an otherwise unusable mad, perhaps always using otherwise useless external cards.

For example, if we had, for example, 5 identical cards, a good strategy could be to drop a combination of only three cards, keeping the most useful ones to insert in a possible sequence and then wait for our partner's turn: in the case, for example he could lengthen the combination of one we would be one step away from the burraco (considering the two cards we still have in hand).

Similar situation if we have a combination of three cards and a sequence that includes the fourth card of the combination (ex: 4-4-4 and 4-5-6). Also in this case we could drop the combination of three cards and wait for our partner's turn; if it does not extend the combination we went down, we could play the sequence.

As already mentioned above our goal at the beginning of the deal is to worry about going to the cockpit, which would cause us, in case we had a sequence of 6 cards cut in two (ex: 3-4-5 and 7-8-9) to descend them both separately; Instead, let us resist this temptation and descend to it only one sequence, hoping that our partner will attack the missing card; always eye also to the game of our adversaries: if the card us useful was in the scraps taken previously from our adversary, we could also wait for a turn in the hope that there is waste.

One last piece of advice: if you are holding all pairs with different jokers and pinelle you avoid going down a slew of three-card combinations; Instead, wait for a hand to make the game take shape.

These are very simple strategies that can make a big difference when you start playing burraco and help us quickly develop a strategy that is ours and above all that allows us to win.

How to discard

The gap in the burraco is a very powerful weapon, not only to communicate to our partner the strategy we adopt, but also to sense that of our opponents.

At the beginning of the game the game is not yet defined, so you will tend to discard very high and external cards such as aces and figures; do not discard middle or middle cards, even if they are single (that is, if you only have that card of that suit in hand): if you do not have that card, it is likely that the opposing team has it. A good rule, if you take the scraps, is to redeem a card previously discarded by an opponent.

Of course, when the game takes shape we can better evaluate our discards (and those opponents): we avoid first of all to make burraco or to close our opponents with our gap; we also check well the position of any matte and pinelle in their play on the ground and think what cards they might have in their hand; and always remember that the moment we discard, we provide a clue to our game strategy to all attentive players, both allies and adversaries.

A very common mistake is to discard duplicates simply because ... they are duplicated. Having two equal cards during the match could prove to be advantageous; going down, for example with a crazy, we could take away from the opponents the possibility of making a clean burraco. If, on the contrary, it would be useful to our team-mate, we would have more chances to get him to have it discarded twice.

To close, as a general rule, avoid discarding cards that could be useful to your opponents; if possible, discard cards already discarded by them previously; if it is not possible it is better to discard a card that you think is useless for the opposing team, even if this means breaking a couple in your hand.

Strategy to close

The first impulse of the inexperienced player who approaches the burraco is to close as soon as the opportunity presents itself; in general it is a good rule, but some evaluations should always be made before deciding.

One of the most trivial considerations is probably related to the score: if it were the last fanned and while closing we would lose the game we could try to increase our score by making more burrachi and postponing the closure; however, an immediate closure could limit the damage and make us gain important points in the event we were participating in a tournament. Trying to increase your score with additional burrachi can generally be a good strategy when we are not in a hurry to close, when for example our opponents still have many cards in hand: we always evaluate on a case-by-case basis.

If our partner went to the cockpit and we had the opportunity to close we always allow him a turn to play the cards he just took; similarly, if one of our opponents had a card in hand we could allow him to go to the cockpit and then close in the next turn, leaving him with the whole pozetto in his hand.

A frequent case is when our opponent is close to closing and we have two cards in his hand, one of which is useful to him; in this case, if the discarded mountain is substantial, we discard the card that needs it immediately: in fact we could try to take all the scraps, effectively removing the closure, and in addition we would avoid a worse condition in the next round, where we could be forced to discard that card on a short scraps.

If we are far from quitting but we think that our partner does not lack much we could support him by constantly taking the scraps and discarding a card that we suppose may be useful; this could also push our opponent to steal it from the heel (we would be closing and in full control of the game).

Jolly and pinelle

The joker and the pinella are the most important cards of the deck and for this you need to learn to use them to the fullest.

As a first rule it is always not recommended to get off a joker or a pinella at the beginning fanned; it is preferable to wait two or three shifts so as to have a clearer idea on how to play the game and to use it better.

It would also be good practice to always keep a joker and a pinella in your hands because they could come in handy at crucial moments.

Unless you end up avoiding to drop a pinella in a sequence of three cards because in addition to not giving us special advantages we could preclude a better play in the future.

When it comes down a sequence with a pinella if possible always choose the pinella of the same seed; in this way, by lengthening the sequence we could more easily get a clean burraco.

Obviously you should never discard either wild or pinelle, except in rare cases where it could be inevitable: for example, if we have a joker and a card that would give a clean burraco opponents then we could choose to discard the joker.

Sometimes particularly fortunate hands happen where you have many jokers and pinelle; in this case it could be useful to draw several times from the mountain scraps so as to be able to realize over time different sequences, winning many points and hiding our game; otherwise you could quickly go down shorter sequences to support our partner, providing him with a good base to attack.

Agree the strategy

In team play the best thing is to agree the strategy with your partner before starting a game; if we always play with the same person the strategy will be outlined with time in a more clear way depending on the way we play. Experience shows that in general we can distinguish two types of players: the aggressive and the passive.

The aggressive player tends to play the cards he is holding more often without worrying too much about making clean plays, thus providing a lot of information to both his partner and his opponents; on the contrary, the passive player tends to keep the cards in his hand until his game is ready and usually prefers to play cleaner, thus providing little information to opponents, but also to his partner.

So we have three combinations to form a team:

- active / passive: probably the solution that more than others supports team play; a player goes down everything that happens in his hands giving the partner the chance to reason and to be complementary to his game;
- passive / passive: both players hide their game making it in hand, but they can still communicate with each other (and with opponents) through discards;
- passive / passive: both players hide their game making it in hand, but they can still communicate with each other (and with opponents) through discards;

If possible a team configured as in point one, ie active / passive, is definitely the best choice; in our opinion, the worst team remains that of two aggressive players, who could easily hinder each other from experience.

With all this, we hope that the guide will be useful to you and wish you all enjoyment on <http://www.burracogame.com>.