



RULES OF THE BURRACO

Introduction to the game of burraco

This famous game has its origins in the family of pinnacle games. You need two French decks to play burraco, the same ones that are used in the game of poker, with the difference that in the burraco jokers are kept in the deck of play thus reaching a total of 108 cards (54 for deck).

Burraco can be played either in pairs (Two against two) or in head-to-head (one against one). The dynamics of the game are not affected.

The beginning of the game

The player sitting to the right of the dealer halves the deck, and the dealer recomposes it, by placing the portion of the bunch that was initially underneath, on top of the other. From this new deck two groups of 11 cards, also called “wells”, are made, taking one card at a time from the bottom of the deck and thus creating each of the two wells. These two small decks are placed one on top of the other crosswise, taking care to ensure that the deck in which the first card was inserted is on top of the other.

From the remaining deck 11 cards will be dealt for player, “one at a time” clockwise. The remaining cards will be placed covered to from the deck “Heel” from which you draw during the game. A last

card will be taken from the fishing deck, and will be placed uncovered next to the fishing deck. This card will start the “discard pile”, or “fishing pile”.

Game round

At their turn, each player sitting at the table may:

1. Draw a card from the main deck
2. Take all the cards from the mountain of discards

Following his choice, the player can choose to drop combinations to the ground, made with the cards in his possession or to tie one or more single cards to the combinations already on the ground. At the end of the phase of creation of the combinations, the player will be obliged to discard a card, which can be bypassed only if the player has finished the cards and on the ground is still available the cockpit to be taken of his team. In this case you can “go to the cockpit on the fly”, without discarding any paper. Going to the cockpit on the fly, the player must continue to play the new cards acquired, and at the end of the hand must still discard a card.

The valid bets that can be played are:

1. Three or more cards of the same suit in sequence to form a “sequence” scale
2. Three or more cards of the same value and of any “combination” suit
3. Attach one or more cards, to an existing sequence, with increasing or decreasing value or to a combination with the same value.

Each combination can be linked, in any position of the scale, to a wild card or a “pinella” (the 2 value card). The permitted limit for each ground combination of pincers or wildcards is one; therefore, a wildcard and a pincer cannot be inserted in the same combination at the same time.

While in the sequence it is possible to add a joker or a Pinella, even when another Pinella is already present, provided that the latter occupies the position of 2 “before the three” and is of the same suit. In the sequence, the jolly or pinella can only be replaced by the card for which they are acting and must remain in the games in which they have been placed.

Burraco rules

- It is not possible to create combinations of pincers or jokers, so it is not possible for example to drop 2 of flowers 2 of spades and 2 of pictures.
- When you add a card to a combination you can move a pinel or a joker already present in the combination to another position.
- When you collect a card from the discard pile (only one) you can not discard it at the end of the hand, and you must therefore necessarily discard another card of those in your possession.

End of the game of burraco

The purpose of the game of burraco is to totalize the score initially set for the closing of the game, and to do so before their opponents. There are two strategies for achieving victory:

- Make as many combinations as possible and then earn as many points as possible.
- Try to reach the closing of the hand before the opponent, thus taking the closing points and penalizing the opponent who will have to pay for all the cards still in his possession.

This aspect of the closure is crucial to setting the game strategy. The great burraco player knows how to recognize by his cards and how to put the game as one of the two strategies to follow to achieve the result.

The closing

To close, you must first go through the following intermediate steps:

- Finish the cards taken at the beginning of the game and then be able to collect the cockpit.
- Making a burraco, That is a combination of 7 or more cards (both scales and cards of the same value)
- After picking up the cockpit remain again without cards in hand, discarding one last card.

To “close” it is also necessary to discard a card that is neither a pinella nor a wild card. In order to score, the possible burrachi (combinations of seven cards) are:

- **Pure:** this combination contains neither wildcards nor pincers except in their natural position.
- **Semipure:** formed by 8 cards but with the help of a pinel or a wild card.
- **Dirty:** formed using a pinella or a wild card.

The calculation of the score

After closure by a player or a team, the points are counted. Closure in itself gives the right to a score increased by 100 points. The creation of a pure burraco entitles you to an additional bonus of 200 points. The semi-pure burraco gives a bonus of 150 points. Dirty burraco entitles you to a 100 point bonus. Each Joker has a value of 30 points. Each pinella has a value of 30 points. Each ace has a value of 15 points. Each figure, 10, 9 or 8 has a value of 10 points. All other cards have a value of 5 points. At the end of the game, if a team or a player has not gone to the cockpit, he loses 100 points. With the same calculation described above, for all cards that remain in a player's hand at the time of closure by the opponent, the player will be deducted the exact score of the value of the cards in his hand. At the end of the game, the player continues to play until he reaches the score of the game, which is sometimes set a 505, sometimes at 1005 and in the longest games in 2005. This score is decided at the beginning of each game.