

BASRA: A CARD GAME

الباصرة



ASK A FRIEND OR A PARENT TO PLAY WITH YOU.

TAKE A PICTURE OF THE PLAYERS AND SEND IT TO US AT: info@alefb.org

We will post it on our website!

Rules:

The game is for two or four players. Four play in teams of two against two, partners sitting opposite. A standard international 52 card pack is used. The turn to deal rotates. The dealer deals 6 cards to each player - all at once - and four cards face up to the middle of the table. The rest of the deck is put to one side to be dealt when the first six cards have been played.

Scoring values of the cards:

- 3 points for the 10 of diamond 
- 2 points for the 2 of clubs 
- 1 point for each jack 
- 1 point for each ace 
- 3 points for whichever player (or team) takes the majority of the cards (if they have 26 cards each, no one gets these points).

Thus, there is 16 points available altogether unless there is a tie for most cards, in which case there are only 13 points. Note that the majority of cards are worth only 3.

The game is begun by the player who received the first cards in the deal (that is the non-dealer if there are two players and the player to dealer's right if there are four). Then the turn to play rotates.

Procedure for playing and capturing cards:

- A numeral card can capture an equal card or a set of cards that add up to its rank, or both; a jack captures everything on the table; a queen can only capture queens and a king can only capture kings. In this version the 7 has no special power.
- A **Basra** occurs only when a single card is left alone on the table - either because all the other cards were captured, or because the table was cleared (perhaps with a jack), forcing the next player to play a single card. If the following player can match this single card (thereby capturing it), this counts as a Basra and scores 10 points. Capturing a lone card other than a jack by playing a jack does not count as a Basra; capturing a lone jack with another jack counts as an ordinary single Basra, not a double one.
- After the players have played all their cards the dealer deals another six cards each (but no more to the table) and play continues. In the two-player game it takes four deals to exhaust the pack; in the four player game there will only be two deals.
- After the last card has been played, any cards that remain on the table are taken by the player who last made a capture. Then each player or team scores the cards taken plus Basras. Further hands are played until either player or team reaches 101 or more points. Then the player or team with the higher score wins.