

# La Casa Rules Supplement



By Roger Meloche

- Situation Card Reference
- Solo variant
- Additional game variants.

## Situations Explained

### Anarchy

*The family structure has fallen apart and tradition is forgotten.*



Standard Deal



Elect the Ruling Family



Players do not have to follow the lead Family in the Challenges.

### Anarchy

- The cards are dealt out as per the basic set-up for Two or Four players.
- An Election is held to determine the Ruling Family.
- The standard rule of following the the lead card with a card of the same Family is Ignored for this Round. Any card can be played any time.
- *Solo Mode, Two Players, Teams*

### Bandits

*The Brutos will steal the shirt off your back*



Standard Deal



Elect the Ruling Family



Whoever plays a Bruto (#1,#2) can exchange a card from the Challenge, placing it face down.

Exchanges take place in reverse turn order after the challenge is resolved.

### Bandits

- The cards are dealt out as per the basic set-up for Two or Four players.
- An Election is held to determine the Ruling Family.
- If a Bruto (#1 or #2) card is played, that player can take any one of the cards already played and place it in their hand or tableau. They will then discard any card, back to the challenge face-down.
- This is done after everybody has played their cards.
- A player cannot take another Bruto card.
- If more than one Bruto is played, they are resolve in the reverse order in which they were played.
- *Two Players, Teams*

### Betrayal

*There are traitors among us. Watch your backs.*



Deal a random #1 Bruto card to each player.



NO Election is Held (The Dealer Leads)



Any Challenges containing cards matching the Family of your Bruto (#1) card are not counted.

Whoever wins the most valid Challenges scores a point. (The #1 cards are not used)

### Betrayal

- Before Dealing, remove the four #1 cards from the deck and deal one out randomly to each player. (*The #1 cards will not be used, but the players will keep them in their hands as a reference.*)
- The remaining cards will be dealt out as usual.
- No Election is held and there will no Ruling Family for this round.
- The Dealer will lead the first Challenge.
- Any Challenge that you've won containing cards from the same family as your #1 reference card is not valid does not count.
- **The team or player who wins the most **valid** challenges will score **one point**.**
- *See page #2 for Solo Mode*
- *Solo Mode, Two Players, Teams*

## Betrayal

*There are traitors among us. Watch your backs.*



Deal a random #1 Bruto card to each player.



NO Election is Held (The Dealer Leads)



Any Challenges containing cards matching the Family of your Bruto (#1) card are not counted.

Whoever wins the most valid Challenges scores a point. (The #1 cards are not used)

## Betrayal - Solo Mode

- Before Dealing, remove the four #1 cards from the deck and deal one out randomly, face up, to the robot and to yourself.
- The remaining #1 cards will be added back into the deck and the cards are dealt out as usual.
- No Election is held and there will no Ruling Family for this round.
- Any Challenge that you've won containing cards from the same family as your #1 reference card is not valid does not count.
- You must win the most **valid** challenges.

## Capitano Coup

*There is a power struggle among the Capitanni*



Deal 2 additional Cards to each player.



NO Election is Held (The Dealer Leads)



When a Capitano (#5) is played, that family becomes the Ruling Family until another Capitano is played to change it.

Whoever wins the most Challenges scores one point.

## Capitano Coup

- Cards are dealt out as normal. Two additional cards are dealt out to each player. *(In a two player game, these will be added to each player's Tableau.)*
- No Election is held. *(The Mangia-Cake will still be considered one of the Ruling Family.)*
- Whenever a Capitano card (#5) is played, the family of the Capitano will immediately become the Ruling Family. *(It is possible for the Ruling Family to change during a challenge if another Capitano is played.)*
- The team who wins the most challenges will score **one point**.
- *Solo Mode, Two Players, Teams*
- In **Solo Mode**, no extra cards are dealt out and the Casa card is placed face-down.

## Cards on the Table

*The Nonni are tired of all the secrets, it's time to lay the cards on the table.*



Standard Deal



Elect the Ruling Family



Each time you play a card, you must place one of your remaining cards face up in front of you.

You can play a face up card or one your hand to a challenge.

## Cards on the Table

- The cards are dealt out as per the basic set-up for Four players.
- An Election is held to determine the Ruling Family
- After playing a card to the challenge, you must place one from your hand, face up, in front of you.
- You can play a card to the the next challenge from your hand or from one of your face up cards.
- You must follow suit if possible.
- *Teams only*

### The Club

*We'll meet later in the Club.*

 Standard Deal

 Elect the Ruling Family 

**Each player can place up to two cards face down on the table after the Election.**


These are picked up and used after your hand is played out



### The Club

- The cards are dealt out as per the basic set-up for Two or Four players.
- An Election is held to determine the Ruling Family
- After the Election each player, in turn order, can select one or two cards to place face down in front of them.
- Once a player has played all of their cards, they pick up the cards they placed down earlier and play them.
- *Teams only*

### Cousins

*The Cousins demand their fair share of the power .*

 Standard Deal

 Elect the Ruling Family (And Cousins) 

**After the Election, the non-ruling team chooses a family to become Ruling Cousins.**


Cousins can overrule the other families but not the Ruling Family.



### Cousins

- The cards are dealt out as per the basic set-up for Two or Four players.
- An Election is held to determine the Ruling Family.
- Once a Ruling Family is elected by a player, the player from the opposing team (clockwise to their left) will elect the Ruling Cousins from one the three remaining families.
- The Ruling Family will outrank all the other families when played, including the Ruling Cousins. The Ruling cousins will outrank the remaining two families, much like the Ruling Family.
- *Solo Mode, Two Players, Teams*
- In **Solo Mode** the robot elects the ruling family and the human player elects the cousins. The Robot will always use a Cousin card to win a Challenge before using one from the Ruling Family.

### Enforcer

*You refused their offer, you must now pay the price!*

 Standard Deal

 Elect the Ruling Family 

**When an Enforcer is played, a card will be eliminated from the Challenge.**

Resolve immediately after the Enforcer is played.

### Enforcer

- The cards are dealt out as per the basic set-up for Four players.
- An Election is held to determine the Ruling Family
- Whenever an Enforcer (#3) is played, that player can immediately remove one of the other cards from the challenge.
- More than one enforcer can be played in a single challenge.
- *Teams only*

## Figura

*The families are competing in a show of wealth and power.*



Standard Deal



NO Election is Held



Players bid the number of Challenges they will win and the highest bidder chooses the Ruling Family.

## Figura

- The cards are dealt out as per the basic set-up for Two or Four players.
- No Election is held, instead, players bid to determine the Ruling Family.
- The Dealer starts by bidding the number of Challenges they intend to win. Each player in Turn can either raise the bid or pass.
- When everybody passes, the highest bidder will choose the Ruling Family.
- The Player or team must win at least as many Challenges as they bid.
- *Two Players, Teams*

## High-Low

*Another hit Below the Belt!*



Standard Deal



Elect the Ruling Family



Lowest card wins every other Challenge. (2,4,6)

Ruling Family cards are always highest. Off Suit cards are the lowest.

## High-Low

- The cards are dealt out as per the basic set-up for Four players.
- An Election is held to determine the Ruling Family.
- On the Second, Fourth and Sixth challenges, the lowest card wins.
- Cards not matching the family leading the challenge would be the lowest. (*Off Suit*)
- Cards from the Ruling Family would be the highest.
- *Teams only*

## Kin

*Family must always stick together.*



Standard Deal



Elect the Ruling Family



When playing a card matching the Family of your partner, the values are summed.

## Kin

- The cards are dealt out as per the basic set-up for Four players.
- An Election is held to determine the Ruling Family.
- When both players from a team play a card from the same family, the values are summed and the total is treated as if it were one card played.
- *Teams only*

## La Carita

*It's time to make a show and give to Charity.*



Standard Deal



Elect the Ruling Family



You must not win any Challenges.

The team with the fewest tricks will score a point.

## La Carita (*The Charity*)

- The cards are dealt out as per the basic set-up for Two or Four players.
- An Election is held to determine the Ruling Family.
- Players are trying not to win any challenges.
- **The player or team with the fewest number of Challenges at the end of the round will score one point.**
- In the event of a tie, whoever captured the Mangia-Cake will score.
- In **Solo Mode** you must win 6 Challenges or less.
- *Solo Mode, Two Players, Teams*

## Lowball

*An offer you can't refuse.*



Standard Deal



NO Election is Held  
(The Dealer Leads)

The family of the lowest card played in a Challenge will be the ruling family for the next Challenge.

## Lowball

- The cards are dealt out as per the basic set-up for Four players.
- An Election is held to determine the Ruling Family.
- The family lowest card played in a challenge, will be the Ruling Family for the next challenge.
- Cards not matching the family leading the challenge would be the lowest. (*Off Suit*)
- *Teams only*

## Mangia-Cake

*The Mangia-Cake has offended the Nonni and must be taught a lesson.*



Deal 2 additional Cards to each player.



Elect the Ruling Family

Capture the Mangia-Cake, to score one point. (Ending the round)

If the Mangia-Cake shows up on the tableau, flip the cards over.

## Mangia-Cake

- The cards are dealt out as per the basic set-up for Two players, then two additional cards are dealt out to each player's Tableau.
- An Election is held to determine the Ruling Family
- The Round ends immediately when the Mangia-Cake is captured.
- **The player who captured the Mangia-Cake scores one point.**
- If the Mangia-Cake shows up in the tableau, the cards are flipped over, placing the Mangia-Cake underneath.
- In the unlikely event that Mangia-Cake is revealed in the Casa, the cards are gathered and re-dealt.
- *Two Players only*

## Minions

*All the Workers are squabbling and must be brought back under control.*



Deal 2 additional Cards to each player.



Elect the Ruling Family



Only captured Bruto cards and the Mangia-Cake (#0,#1,#2) will count.

The team who captured the most Minions (#0,#1,#2) will score one point.

## Pass the Buck

*Everyone is passing the buck and playing the blame game.*



Standard Deal



Elect the Ruling Family



After you play a card, you must pass one card from your hand to the player on your left.

You do not pass your last card.

## Revenge

*The Zii want revenge, they're coming for their pound of flesh*



Deal 2 additional Cards to each player.



Elect the Ruling Family



Do not capture any Zio or Zia (#4) cards.

The team who has the fewest Zii cards scores a point.

## Minions

- Cards are dealt out as normal. Two additional cards are dealt out to each player. *(In a two player game, these will be added to each player's Tableau.)*
- An Election is held to determine the Ruling Family
- Only the Bandit cards and the Mangia-Cake cards count towards victory this round. (#0,#1,#2)
- At the end of the Round, Players or Teams count all of the Bandit and Mangia-Cake cards they have captured. **The Team or Player with the most will score One point.**
- In the event of a tie, whoever captured the Mangia-Cake will score the point.
- In the unlikely event that Mangia-Cake is revealed in the Casa, the cards are gathered and re-dealt.
- In **Solo Mode** no additional cards are dealt out.
- *Solo Mode, Two Players, Teams*

## Pass the Buck

- The cards are dealt out as per the basic set-up for Four players.
- An Election is held to determine the Ruling Family
- Each time you play a card to the Challenge, you pass a card from your hand to the player on your left.
- You do not pass your last card
- *Teams only*

## Revenge

- Cards are dealt out as normal. Two additional cards are dealt out to each player. *(In a two player game, these will be added to each player's Tableau.)*
- An Election is held to determine the Ruling Family
- Players must not capture any Zio or Zia cards. (#4)
- At the end of the Round, Players or Teams count all of the Zio and Zia cards they have captured. **The Team or Player with the fewest will score One point.**
- In the event of a tie, whoever captured the Mangia-Cake will score.
- In **Solo Mode** no additional cards are dealt out.
- *Solo Mode, Two Players, Teams*

## Shifty

*Nothing is Sacred*



Standard Deal



Elect the Ruling Family



Pass your hand left after playing each card.

(Thanks Ashur)

### Shifty

- The cards are dealt out as per the basic set-up for Four players.
- An Election is held to determine the Ruling Family.
- Each time you play a card to the Challenge, you pass your entire hand of cards to the player on your left.
- *Teams only*
- *A special thanks to Ashur ??? for suggesting this variant.*

## Slap-Down

*The youngsters are impatient and have no respect for the old ways.*



Standard Deal



Elect the Ruling Family



The Challenge Leader places a card face down on the table and announces which Family it is from. Then all the other players place one face down.

The cards are revealed to resolve the Challenge.

### Slap-Down

- The cards are dealt out as per the basic set-up for Four players.
- An Election is held to determine the Ruling Family
- The Leader of each Challenge will select a card and place it face-down on the table. They will then announce (*truthfully*) the Family of the Card they laid down.
- The remaining players simultaneously place down one card face-down on the table.
- The cards are then revealed and the Challenge resolved.
- *Teams only*

## Trojan Horse

*Nobody likes surprises!*



Deal 8 cards to each player.



Elect the Ruling Family



Each player plays one card face down and reveals it at the end of the round.

The highest card can steal a trick from the opposing team.

### Trojan Horse

- **Eight** cards are dealt out to each of the Four players.
- An Election is held to determine the Ruling Family
- After the Election, each player will choose one card to play face down in front of them.
- The round is played normally with each player using their remaining seven cards.
- The face down cards are then revealed and the highest card can steal a challenge captured by an opponent.
- There is no Leading Family (Lead suit) for this last reveal. The Ruling Family, however, will still outrank all the other families.
- In the event of a tie, nobody can steal a Challenge.
- *Teams only*



## Solo Mode

Have you “Rubbed Out” all your friends in the latest gang war? No worries, you can always play La Casa in Solo Mode against the Robot.

You can play it straight or spice it up with the the Situation cards. *(Many of the Situation cards can be used for Solo Mode, use all of these or just your favorites.)*

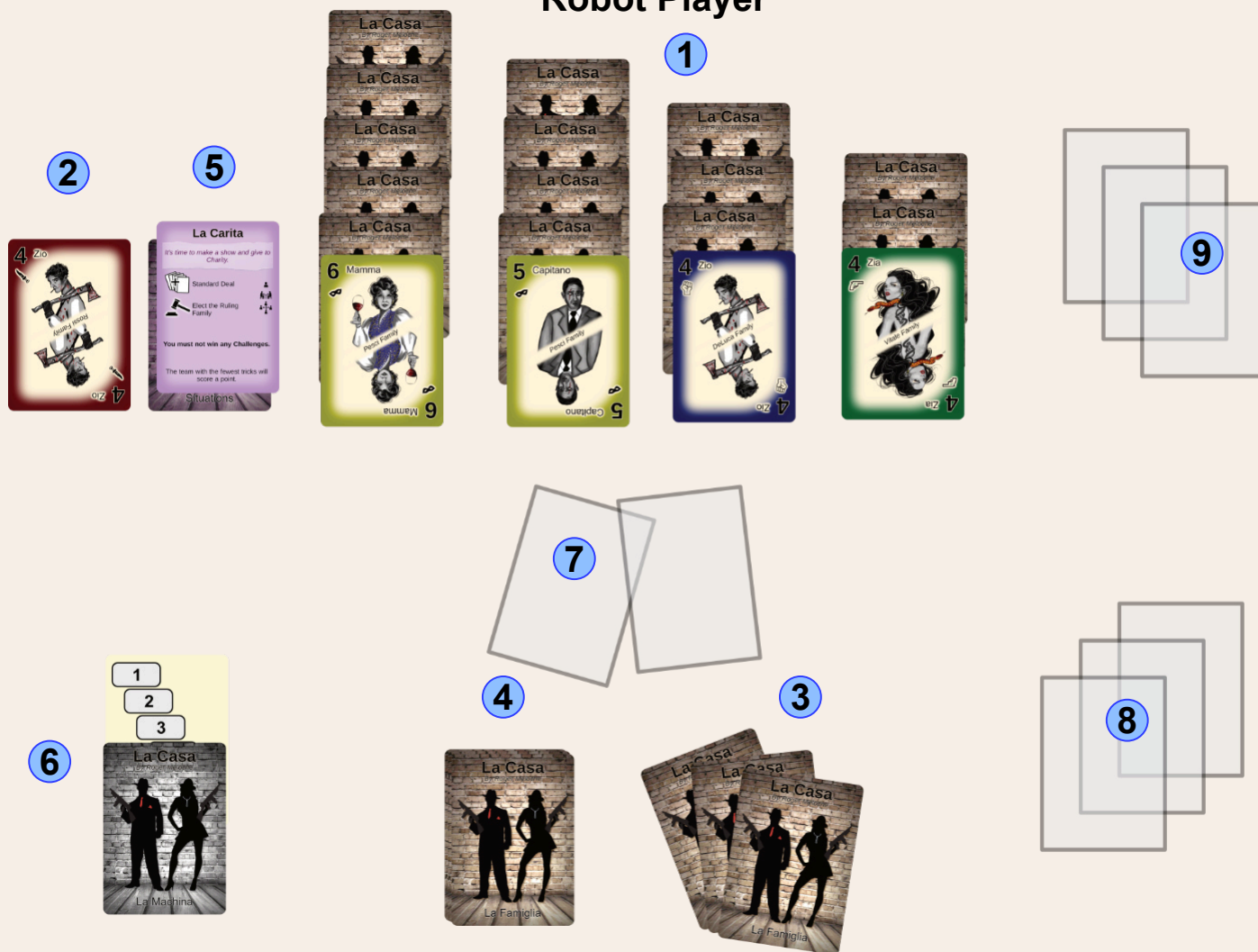
**Your Goal, unless specified otherwise in the scenario, is to win at least 11 Challenges each round. Play continues until there are no more Situations left.**

Ignore any additional set-up and Election instructions on the Situation cards. Refer to the descriptions in this document for special rules and win conditions in Solo Mode.

## How to Play

- You will be playing against a Robot Player. You will play a card from your hand and the Robot will play one of the face-up cards from the Robot Tableau.
- Set up the game as shown on the next page. The Ruling Family is automatically determined by the Robot for each round. If the situation states that no election is held, the Robot simply places a card face down for the Casa.
- You lead the first Challenge. After that, the winner of the last challenge will lead the next one.
- After each Challenge, you will flip over any face-down cards at the bottom of the Robot columns, then draw a card from the Draw Pile into your hand. *(You will always have 3 cards in your hand until the draw pile runs out near the end of the round.)*
- A Round ends when all the cards have been played. The challenges are then counted and the winner determined.
- You can lead with any card from your hand but must follow the whatever Family the Robot leads when possible.
- The Robot always follows four basic rules when playing.
  1. **When Leading, the Robot will always play the highest value card.**
  2. **When responding to your Lead, and able to follow the Family you led, the Robot will either play the highest value card to win the Challenge or the lowest card if it cannot win.**
  3. **When responding to your Lead, but unable to follow the Family you led, the Robot will either play the lowest value card of the Ruling Family to win the Challenge or the lowest card if it cannot win.**
  4. **If more than one card meets the criteria above (*ties*), the card closest to the Casa will be played.**

## Robot Player



## Human Player

- 1 Deal out the Robot Tableau as shown. (Columns of 3,4,5 & 6 cards)
- 2 Deal out one, face up, card as the Casa. This will be the Ruling Family for the round.
- 3 Deal yourself a hand of 3 cards.
- 4 The remaining cards are placed face down, forming the Draw Pile for the round.
- 5 The optional Situation Deck is placed to the right of the Casa. This Deck stays in this position throughout the rounds. After each round, the old situation is removed and a new one is displayed.
- 6 The Counter Cards can be used to keep score if the player is trying to beat a High Score.
- 7 The Challenges are played in front of the Robot Tableau
- 8 The Player's successful Challenges are stored on the Player side.
- 9 The Robot's successful Challenges are stored on the Robot side.

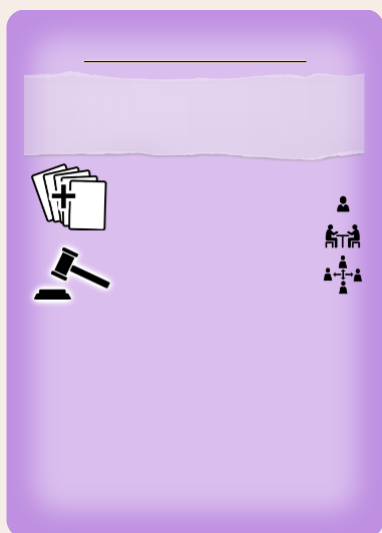
## Additional Variants (*Teams or 2-Player*)

### All-In (*Teams or 2-Player*)

All the Situation cards for the current player count are used. Play continues until one team or player reaches 12 points (*Or another agreed upon number*), winning the game.

### Sticky Situation (*Teams*)

All the Situation cards for the current player count are gathered and passed from player to player. Each player chooses one of the situations to play every time it is their Deal. Play continues until one team reaches 12 points, or another agreed upon limit, winning the game.



#### Make your own Situation

- There are blank cards which you can use to create your own situation.
- If it's fun, let me know. I can include it in the next printing.
- Your name will be on the card if you wish.

### Thanks

A special thanks to my mom (Margaret Gillis) who taught me to play euchre and other card games when I was little, and for being such a great inspiration. Thank you as well for all the family, friends and playtesters who helped me to get the game to this point.

*Roger Meloche*

## Domination (A special 2-Player variant)

The Situation Deck is not used for this variant.

- 1 The main deck is shuffled and each player is dealt a hand 5 cards.
- 2 5 more cards are placed in a face-down stack off to the side, forming the Casa.
- 3 The remaining cards are placed in a face-down stack between the players.
- 4 The top card is flipped over and placed beside it.
  - Players will draw their cards from one of these two piles. (Not the Casa)
  - The Top card of the Casa is flipped over and players proceed to elect the Ruling Family. If a player elects the card shown, they do not take the card. It will remain in the Casa.
- 5 Whoever Elected the Ruling family will lead the first Challenge by playing a card from their hand.
  - The winner of each Challenge will choose to draw a card from the face-down stack or take the face-up card into their hand.
  - The other player must take a card from the other pile. ( *If, for example, the winner takes a card from the face-down stack, the other player is forced to take the face-up card.* )
  - After the draw piles are depleted, the players continue to play the remaining cards in their hands.
  - The player who Elected the Ruling Family must win at least 9 challenges to score one point. If they fail to do so, the opponent scores two points.

