

Inside La Casa

Rules Supplement



By Roger Meloche

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Challenges Explained

Anarchy

The family structure has fallen apart and tradition is forgotten.



Standard Deal



Select the Ruling Family



Players do not have to follow the Lead Family in the Tricks.

Anarchy

- The cards are dealt out as per the basic set-up for Two or Four players.
- The Ruling Family is Selected
- The standard rule of following the the lead card with a card of the same Family (*Following Suit*) is Ignored for this Round. Any card can be played into a Trick.
- *Two Players, Teams*

Bandits

Beware, the bandits will steal the shirt off your back.



Standard Deal



Select the Ruling Family



Whoever plays a Bruto (#1,#2) can steal a card from the Trick, discarding one face down.

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

Bandits

- The cards are dealt out as per the basic set-up for Two or Four players.
- The Ruling Family is Selected
- 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 Trick face-down.
- This is done after everybody has played their cards and the Trick is resolved.
- 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 back!



Deal an additional #1 Bruto card randomly to each player.



No Ruling Family is Selected



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


Whoever wins the most valid Tricks 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 are not used this round but can be kept in the hand for reference.
- No Ruling Family is Selected for this round.
- The Dealer will Lead the first Trick.
- Any Tricks that you've won containing cards from the same family as your #1 reference card are not valid do not count.
- **The team or player who wins the most valid Tricks will score one point.**
- In the event of a tie, whoever captured the Mangia-Cake will win.
- *Two Players, Teams*

Bruto

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

 Standard Deal

 Select the Ruling Family 

When a Bruto (#1,#2) is played, a card can be eliminated from the Trick.

Resolve immediately after the Bruto is played.

Bruto

- The cards are dealt out as per the basic set-up for Four players.
- An Election is held to determine the Ruling Family
- Whenever a Bruto card (#1 or #2) is played, that player can immediately remove one of the other cards from the Trick.
- The lead suit remains the same.
- More than one Bruto can be played in a single Trick.
- *Teams only*

Capitano

There is a power struggle among the Capitanni.

 Deal 2 additional Cards to each player. 

 No Ruling Family is Selected 

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

Capitano

- 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 Ruling Family is Selected at the start of this round.
- Whenever a Capitano card (#5) is played, the family of the Capitano will immediately becomes the Ruling Family. *(It is possible for the Ruling Family to change more than once during a trick.)*
- **The team who wins the most Tricks will score one point.**
- In the event of a tie, whoever captured the Mangia-Cake will score.
- *Two Players, Teams*

Carita

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

 Standard Deal 

 Select the Ruling Family 

Try not to win any Tricks.

Win the fewest Tricks to score a point.

Carita (Charity)

- The cards are dealt out as per the basic set-up for Two or Four players.
- The Ruling Family is Selected
- Players are trying not to win any Tricks.
- **The player or team with the fewest number of Tricks at the end of the round will score one point.**
- In the event of a tie, whoever captured the Mangia-Cake will score.
- *Two Players, Teams*

Cards on the Table

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



Standard Deal



Select 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 Trick.

Cards on the Table

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

The Club

We'll finish with this business later, at the Club.



Standard Deal



Select the Ruling Family



Each player can place up to two cards face down on the table, out of play, after the Selection.

These cards 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.
- The Ruling Family is Selected
- After the Selection each player, in turn order, can choose up to two cards to place face-down in front of them. These cards are temporarily out of play.
- 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



Select the Ruling Family (And Elect the Cousins)



After the Selection, player to the dealer's left 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.
- The Ruling Family is Selected
- Once a Ruling Family is selected, 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.
- *Two Players, Teams*

Figura

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



Standard Deal



No Ruling Family is Selected



Players bid the number of Tricks they must win. The highest bidder chooses the Ruling Family.

The Dealer starts the bidding.

Figura

- The cards are dealt out as per the basic set-up for Two or Four players.
- The Ruling Family is not Selected. Instead, players bid for the right to choose one.
- The Dealer starts by bidding the number of Tricks they intend to win. Each player in Turn can either raise the bid or pass.
- When everybody has passed, the highest bidder chooses the Ruling Family and Leads the first Trick.
- The Player or team who chose the ruling family must win at least as many Tricks as they bid to score a point.
- *Two Players, Teams*

Kin

Family must always stick together.



Standard Deal



Select 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.
- The Ruling Family is Selected
- 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*

Mangia-Cake

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



Deal 2 additional Cards to each player.



Select the Ruling Family

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

If the Mangia-Cake is dealt face up in the tableau, flip the pair of 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.
- The Ruling Family is Selected
- 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 two player tableau, that pair of cards is 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

Minions

The Workers are "up in arms" and must be brought back under control.

 Deal 2 additional Cards to each player. 

 Select the Ruling Family. 

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

Capture the most Minions (#0,#1,#2) to score a point.

- 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.)*
- The Ruling Family is Selected
- Only the Bandit cards (#1,#2) and the Mangia-Cake card (#0) count towards victory this round.
- 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 Minions (#0, #1, #2) will score One point.**
- In the event of a tie, whoever captured the Mangia-Cake will win.
- *Two Players, Teams*

Pass the Buck

Everyone is passing the buck and playing the blame game.

 Standard Deal

 Select 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.



Pass the Buck

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

Revenge

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

 Deal 2 additional Cards to each player. 

 Select the Ruling Family. 

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

The team who has the fewest Zii (#4) cards scores a point.

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.)*
- The Ruling Family is Selected
- 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 win.
- *Solo Mode, Two Players, Teams*

Slap-Down

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

 Standard Deal

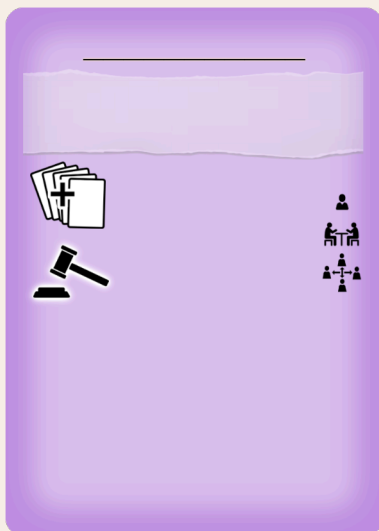
 Select the Ruling Family 

The leader of the Trick places a card face down on the table and announces its Family. Then all the other players place one face down.

The cards are revealed to resolve the Trick.

Slap-Down

- The cards are dealt out as per the basic set-up for Four players.
- The Ruling Family is Selected
- The Leader of each Trick 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 Trick resolved.
- *Teams only*



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 can be on the card if you wish.

Additional Notes

- Tricks should be stored face down after they are taken. This is a common practice in traditional Trick-Taking games.
- In the event of a rules dispute, the Dealer will have the final say. You can send a nasty letter to the Author later (rogerdogergames@gmail.com) , but the game must carry on.
- Don't be afraid to add a house rule or two, or even make up your own Situations. After all, this is your game, and the only real rule is to have fun.
- I hope you enjoy the game..... *Roger Meloche*

Election Variant

If you would like to inject more intrigue into the game, the Ruling Family can be Elected by the players, rather than being randomly selected. Whenever a Challenge instructs players to Select a Ruling Family, an Election is held instead. The Scoring for the round will be slightly different as well.

(A Challenge may enforce different scoring conditions)

Election Process:

- The top card of the Casa is revealed to determine the Family being Nominated for the Election.
- Starting from the player on the Dealer's left, each player will decide to Elect the Nominated Family or pass the decision to the player on their left.
- If any player chooses to Elect the Nominated Family, They will take the face-up card from the Casa into their hand and discard a card face-down onto the Casa. This Player will Lead the first Trick.
- If None of the players choose to Elect the Nominated family, then the card is flipped face down and a second Election round starts from the Dealer's left.
- Each player can now Elect one of the other three Families to become the Ruling Family and Lead the first Trick.
- If the decision is passed to the Dealer again, then the Dealer must Elect the Ruling Family.
- If the Mangia-Cake card is turned up in the Casa, then there is no ruling family for this round.

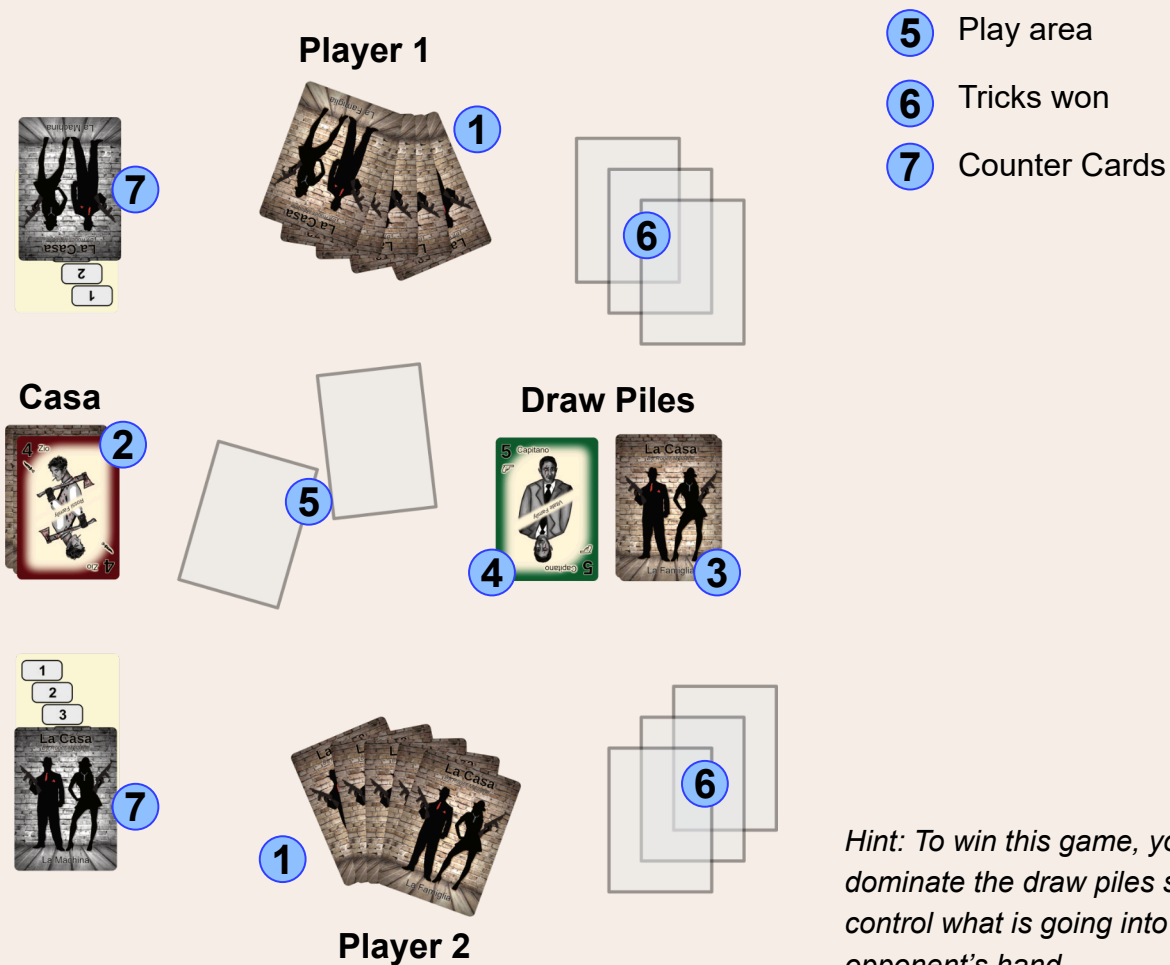
Election Scoring

The Team (*Or Player in a two player game*) who elected the Ruling Family must win the majority of the Tricks to score **One** point. If they fail to do so, the opponents score **Two** points.

Domination (A special 2-Player variant)

The Challenge 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)
- 2 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 Trick by playing a card from their hand.
 - The winner of each Trick 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 Tricks to score one point. If they fail to do so, the opponent scores two points.



Additional Variants

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

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

Sticky Situation (*Teams*)

All the Challenge 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 score*), winning the game.

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

- Inspiration for this game came from Euchre and the many other traditional trick-taking games.
- Game Design by Roger Meloche
- Graphic Design by Roger Meloche
- Facecard Character art created by Imane Moussaid
- Gun Suit Icon Created by Hai Studio from the Noun Project
- Knife Suit Icon Created by Ben Davis from the Noun Project
- Mask Suit Icon licensed from Depositphotos
- Fist Suit Icon Created by Ben Isabel Foo from the Noun Project
- 2 Player Icon Created by Andrew Doane from the Noun Project
- All other graphics were created by myself or licensed through Depositphotos
- The Domination variant was inspired by the classic card game Rook, by George and Grace Parker circa 1906

Glossary of Terms

Casa - Italian word for "House". This contains stack of excess cards left over after dealing. (*traditionally called the "Kitty"*)

Carita - Italian for Chairity.

Trick - A part of a round where each player plays one card, trying to win with the highest ranking card. Also the cards captured by the winner of the Trick.

Dealer - Each round, a selected Player will deal out the cards and manage the Casa.

Selection - A Phase of each Round where the Ruling Family (*"Trump"*) is selected.

Family - One of the four *"Suits"* found in the main deck of cards.

Figura - An Italian phrase for a competition for status. Often referred to when giving gifts.

Mamma - Italian for "Mother"

La Machina - Italian for "The Machine"

Mangia-Cake - Italian Canadian slang term for a non-Italian outsider.

Nonni - Italian for "Grandparents"

Papa - Italian for "Father"

Round - A repeating portion of the game where new cards are dealt, the tricks are performed and points are scored.

Ruling Family - The family which currently out-ranks all of the other families in a given round. It is traditionally called the *"Trump"* suit.

Challenge Cards - A card which specifies special rules or objectives, over and above the standard rules. The Challenge will be in effect for the current round.

Tableau - The cards played from the table in the Two Player version of the game.

Trick-Taking Games - A traditional style of games where players compete in a number of winner take all skirmishes or tricks. The number of tricks won are usually determines a player's score.

Zia - Italian word for "Aunt"

Zio - Italian word for "Uncle"