

Even More La Casa

Solo Rules and Extras



By Roger Meloche

- Solo Rules
- Solo Challenge Cards
- Additional Variants

Card Face art by Imane Moussaid

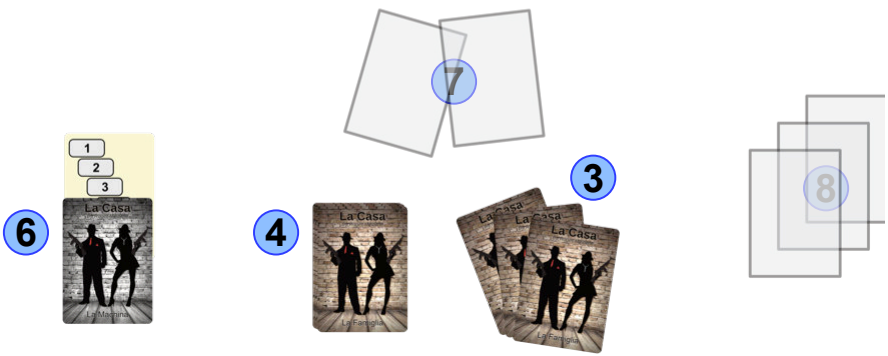
Solo Rules

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 Six Solo Challenge cards.

Your Goal, unless specified otherwise on the Challenge Card, is to win at least 11 Tricks each round. Play continues until you have played 6 rounds or there are no more Challenges left. You must score 4 or more points to win.

Robot Player



Human Player

1. Deal out the Robot Tableau as shown. (*Columns of 3,4,5 & 6 cards*)
2. Deal out one card as the Casa. This will be the Ruling Family for the round. (*Unless instructed otherwise by the Situation card.*) If the Mangia-Cake card is turned over in the Casa, there will be no Ruling Family for this 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 Challenge Deck is placed to the right of the Casa. This Deck stays in this position throughout the rounds. After each round, the old Challenge is removed from the game and a new one is displayed.
6. The Counter Cards are used to keep score.
7. The Tricks are played in front of the Robot Tableau
8. The Tricks won by the Player are stored on the Player's side.
9. The Tricks won by the Robot are stored on the Robot's side.

How to Play

- You will be playing against a Robot Player. You play a card from your hand and the Robot will play one of the face-up cards from the Robot Tableau, or the Robot plays a card and you respond from your hand.
- Reveal the top Challenge card from the Challenge Deck at the beginning of each round and follow any special set-up instructions.
- Set up the game as shown on the next page. The Ruling Family is automatically determined by the Robot for each round. If the Challenge states that no election is held, the Robot simply places a card-face down forming the Casa.
- You lead the first Trick. After that, the winner of the last Trick will lead the next one.
- After each Trick, 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 tricks are then counted and the winner determined.
- You can lead with any card from your hand but must follow whatever Family the Robot leads when possible.
- The Robot always follows four basic rules when playing.

Robot Actions

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 Trick 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 highest value card of the Ruling Family to win the Trick or the lowest card (*from any non-ruling family*) if it cannot win.
4. If more than one card meets the above criteria (*ties*), the card closest to the Casa will be played.

Solo Challenges

Betrayal - Solo

There are traitors among us. Watch your back!



Deal a random #1 Bruto face up for the Player.



Deal a random #1 Bruto face up in the Casa. (Not the Ruling Family)

Any Trick containing cards matching the Family of your, or the Robot's Bruto (#1) card are not counted.

Win the more valid Tricks than the Robot to score a point.

Betrayal - Solo

- Before Dealing, remove the four #1 (*Bruto*) cards from the deck and deal one out randomly, face up, to the robot Casa and one' face-up, to yourself.
- The remaining #1 cards will be added back into the deck and the cards are dealt out as normal.
- There will be no Ruling Family this round. (*The #1 card in the Casa is for reference only and is not the Ruling Family.*)
- Any Tricks that you've won containing cards from the same family as your #1 reference card are not valid do not count.
- You must win the most **valid** Tricks to score a point.
- In the event of a tie, whoever captured the Mangia-Cake will win.

Capitano - Solo

There is a power struggle among the Capitanni.



Standard Deal



No Ruling Family is Selected (The Casa card is face-down)

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

Capitano - Solo

- Cards are dealt out as normal.
- There will be no Ruling Family at the start of this round. The Casa card is placed face down.
- 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 more than once during a challenge, if another Capitano is played.*

Carita - Solo

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



Standard Deal



Robot Selects the Ruling Family

Try not to win any Tricks.

Win fewer Tricks than the Robot to score.

Carita - Solo

- The cards are dealt out as normal.
- The Robot will Select the Ruling Family.
- You are trying not to win any Tricks.
- You must win the fewest number of Tricks to score a **point**.
- In the event of a tie, whoever captured the Mangia-Cake will win.

Cousins - Solo

The Cousins demand their fair share of the power .



Standard Deal



Robot Selects the Ruling Family

After the Selection, you choose a family to become Ruling Cousins.

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

Cousins - Solo

- The cards are dealt out as normal.
- After the Robot Selects the Ruling Family, you will Elect a secondary ruling family. (*The Cousins*)
- 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.

Revenge - Solo

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



Standard Deal



Robot Selects the Ruling Family

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

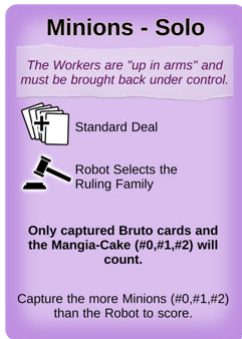
Capture fewer Zii (#4) cards than the Robot to score a point.

Revenge - Solo

- Cards are dealt out as normal.
- The Robot will Select the Ruling Family.
- You must try not to capture any Zio or Zia cards. (#4)
- At the end of the Round, count all of the Zio and Zia cards you have captured.
- You must have **fewer (#4)** cards than the Robot to score a **point**.

- In the event of a tie, whoever captured the Mangia-Cake will win.

Minions - Solo



- Cards are dealt out as normal.
 - The Robot will Select the Ruling Family.
 - Only the Bandit cards (#1,#2) and the Mangia-Cake card (#0) count towards victory this round.
 - At the end of the Round, You and the Robot count all of the Bandit and Mangia-Cake cards captured.
- You must have the **most** Minions (#0, #1. #2) to score a **point**.
 - In the event of a tie, whoever captured the Mangia-Cake will win.
 - *In the unlikely event that Mangia-Cake is revealed in the Casa, the cards are gathered and re-dealt.*

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.

Domination (A special 2-Player variant)

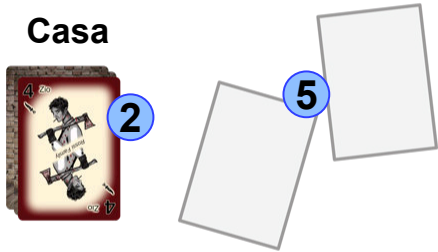
- The Challenge Deck is not used for this variant.

- 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.
 - 3 4 Players will draw their cards from one of these two stacks. (Not the Casa)
 - 2 The Top card of the Casa is flipped over and players proceed to elect the Ruling Family. (*as outlined in the Advanced Election Variant*) 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.*)
 - A new card is then taken from the face-down stack placed face up next it, then the winner of the last trick leads again.
 - 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.

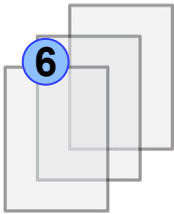
Player 1



Casa



Draw Piles



Player 2

- 5 Play area
- 6 Tricks won
- 7 Counter Cards

Hint: To win this game, you must dominate the draw piles so you can control what is going into the opponent's hand.

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 and the Mangia-Cake card was inspired by the classic card game Rook, by George and Grace Parker circa 1906

Final Note: This game is currently under development. Stay tuned for more fun. You are welcome to try it out or read the latest rules. Just scan the link on the right or Visit rogerdogergames.com

