

Inside La Casa

Rules Supplement



By Roger Meloche

- Challenge Card Reference
- Advanced Election variant.

Card Face art by Imane Moussaid

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

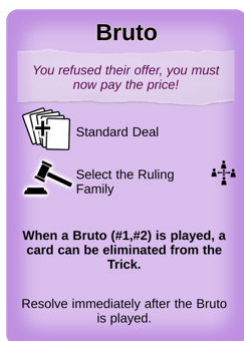
Betrayal



- Before Dealing, remove the four #1 cards from the deck and deal one out randomly to each player, followed by a standard deal.
- 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



- The cards are dealt out as per the basic set-up for Four players.
- The Ruling Family is Selected
- Whenever a Bruto card (#1 or #2) is played, that player can immediately discard 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

- 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 become 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 (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

- This Challenge is used with the Advanced Election Variant only. Do not use this for the basic game.
- The cards are dealt out as per the basic set-up for Two players.
- The Ruling Family is Selected
- Once a player has selected the Ruling Family, the player 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 Only



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 Family Reference Card is used to signify the Ruling Family.
- 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

- 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

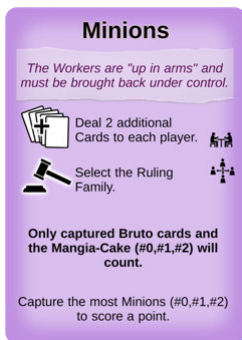


Mangia-Cake

- The 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

- 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

- 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.

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

Advanced 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.

(Follow any special scoring rules that may be specified by Challenge card.)

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, in turn, 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 any 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 three remaining 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.

The Family Reference Card can be tucked partially under the Casa as shown to remind players who the Ruling Family is.

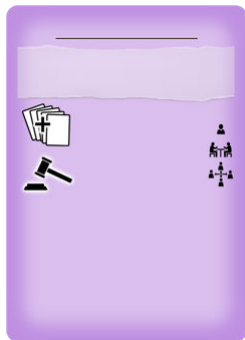


Election Scoring

Unless instructed otherwise by a Challenge card, 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.

• 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 Challenges. After all, this is your game, and the only real rule is to have fun.
- I hope you enjoy the game..... *Roger Meloche*



Make your own Situation

There are blank cards which you can use to create your own Challenge.

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.

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

