

Rules of capodama

The original version is suitable for 4 players and the variants allow it to be played by 1 to 6 players.

4-player capodama rule

Order and value of cards - version with French cards

The game is played with 32 cards. Their order, from highest to lowest, is as follows:

Ace - 7 - Jack - King - Queen - 10 - 9 - 8

Their value is:

Ace: 11 points Queen: 3 points

7: 7 points 10: 0 point

Jack: 5 points 9: 0 point

King: 4 points 8: 0 point

For each round, a color is selected and for this color the points are doubled.

Ace: 22 points Queen: 6 points

7: 14 points 10: 0 point

Jack: 10 points 9: 0 point

King: 8 points 8: 0 point

There are a total of 150 points to be won in each round.

Start

The deck is shuffled and cut before being dealt, 1 card at a time, in a clockwise direction, starting with the player to the left of the dealer. Each player receives 8 cards that they look at. The player with the ace of hearts is the capo and will team up with the dama, the player with the queen of hearts. The 2 opponents play against the capo and the dama. The capo announces to the other players that he has the ace of hearts. The dama is not announced. It will be revealed when the queen of hearts is played. After announcing himself, the capo

chooses the suit that will see its points doubled during the round (diamonds, clubs or spades, it is not possible to double heart points). After this announcement, each player chooses a card that he will give to his neighbor on the left. This allows the capo not to play alone against 3 if he has the queen of hearts in his hands. During this exchange of cards, the ace of hearts cannot be passed. The queen of hearts can be given away except by the player to the right of the capo (the capo cannot receive the queen of hearts during the exchange). The round can begin and the capo plays the first card.

Game progress

In each round, the first card played announces the requested color. It is mandatory to play it. If a player does not hold any cards of the requested color, he plays the card of his choice. The highest card of the requested color wins the round. The player who placed it collects the cards of this round and plays the first of the next.

The last cards won can be looked at until a new round is finished.

There are 3 special cards that can cut: the trumps. These are the ace of hearts, the queen of hearts and the 7 of hearts. These 3 cards can be played at any time. Thus, even if a player holds one or more cards of the requested color, he can cut. Conversely, if he does not hold any cards of the requested color, he can put a card of another color without cutting, even if he has one or more of the 3 trumps.

Attention:

- when the requested color is heart, if a player does not have a heart other than a trump, he must play it, no impasse is possible;
- the queen of hearts wins against the king or jack of hearts since it is a trump.

8 rounds are played until all cards are played.

Winning team

When all the cards have been played, the points are counted. Both teams share 150 points. To win, the capo and the dama must score 82 points or more.

If the capo and the dama win, they each score 1 point. If they are below the minimum required points, their opponents score 1 point each.

If a team wins all 150 points, the players on the winning team then score 2 points each.

Each round the teams change and are defined by the distribution of the ace and queen of hearts.

The capo from the previous round shuffles the deck and deals it after it has been cut by his neighbor on the right. The new capo will play the first card.

End of the game

The first player to score 7 points wins the game. If two players reach 7 points at the same time, an additional round is played until only one player has the highest score and wins the game.

Version with Italian cards

The 8 French cards are replaced as follows:

Ace = 1	Queen = Knight
7 = 7	10 = 6
Jack = Jack	9 = 5
King = King	8 = 4

The suit of hearts is replaced by the suit of coins.

In this version, the capo is the 1 of coins and the dama is the knight of coins.

The rules remain unchanged.

3-player capodama rule

The 4-player capodama rule applies with the following changes:

Cards 9 and 8 are removed (5 and 4 for Italian cards). Each of the 3 players receives 8 cards. The capo is alone against 2 opponents, he does not play with the dama. It is therefore not useful to exchange a card in this version of the game. The capo announces the color that will have doubled points and chooses a fourth trump. He selects the card of his choice, the color and the figure are free. This new trump comes in position 4, after the ace of hearts, the 7 of hearts and the queen of hearts (1 of coins, 7 of coins and knight of coins for Italian cards).

To win, the capo must score at least 80 points.

5-player capodama rule

The 4-player capodama rule applies with the following changes:

Cards 6 and 5 are added (3 and 2 for Italian cards). Each of the 5 players receives 8 cards. The capo and dama play against 3 opponents.

To win, the capo and dama must score at least 82 points.

6-player capodama rule

The 4-player capodama rule applies with the following changes:

The cards 6, 5, 4 and 3 are added (this version cannot be played with Italian cards, as 48 are required). Each of the 6 players receives 8 cards. The capo and the dama team up with the king of hearts. There are 2 teams of 3 players. The capo announces the suit that will have doubled points. Each player gives one card to his neighbor on the left and one card to his neighbor on the right. The dama and the king of hearts cannot be given to the capo.

To win, the capo, the dama and the king of hearts must score at least 82 points.

2-player capodama rule

The 4-player capodama rule applies with the following changes:

The ace of hearts is removed from the deck and the deck is shuffled and cut. 16 cards are set aside. The ace of hearts is incorporated into the remaining 15 cards, which are shuffled and cut again before being dealt. The player with the ace of hearts is the capo and plays alone against his opponent, without teaming up with the dama. There is therefore no need to exchange a card in this version of the game. The capo announces the suit that will have doubled points and starts the round. When the 8 rounds are completed, the 16 set aside cards are dealt without being shuffled. The dealer remains the same player as during the first deal. He starts with his opponent. The winner of the previous round starts this 9th round. At the end of the 16 rounds, the points are counted.

To win, the capo must score at least 80 points.

1-player capodama rule

The 2-player capodama rule applies with the following changes:

The player takes the ace of hearts. The other 15 cards are dealt starting with the virtual opponent who will receive 8 in total. The player will receive 7, which will make 8 with the ace of hearts. He therefore has 8 cards in hand (his own) and turns over the other 8 cards (those of the virtual opponent). The player is still the capo and chooses the color that will see his points doubled during the round. The player chooses his cards and also those of the virtual opponent. To win, he must score at least 80 points and at most 85.