

SCOPA™

The Great Italian Card Game

For 2-4 Players
AGES 10 and up

ABOUT THE GAME

The Italian word Scopa means “to sweep.” In the game Scopa you are awarded points for achieving certain goals at the end of each round (each deal). It is thrilling to sweep all the cards on the table during play. This is known as a Scopa.

About The Unique Scopa Deck

A Scopa Deck has 4 suits (Coins, Cups, Clubs, Swords). Each suit contains cards numbered 1 through 10.

- The best cards to win during play are the 7's and the cards of the Coin suit. It is also helpful to win the most cards in the deck (regardless of suit).
- There is a second value on each card, called its “Primiera” value. You'll only refer to it at the end of a round when determining who has taken the highest valued cards in each suit.

CONTENTS:

Deck of 40 unique Scopa cards, 2 scoring cards (for your reference), pad of score sheets

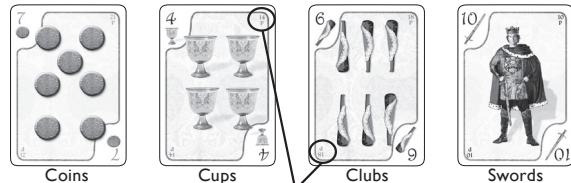
SETUP AND INITIAL DEAL

1. Pick a scorekeeper.
2. Remove the two scoring cards from the deck.
3. The dealer shuffles the remaining 40 cards.
 - If two or three are playing, he deals three to each player, one at a time, beginning with the player on his left*.

- If four are playing, he deals nine cards to each, one at a time. Players sitting opposite become partners.

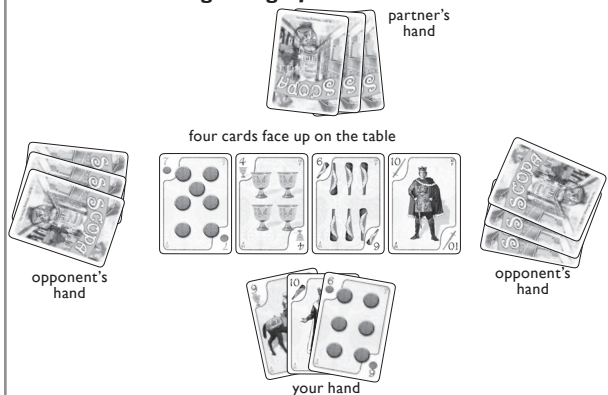
4. The dealer then places **four cards** face up in a row in the center of the table.

The Four SCOPA Suits



Primiera Value is shown in the top right-hand and lower left-hand corners of the cards

SETUP at the Beginning of a Round



HOW TO PLAY

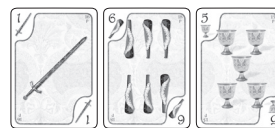
The player to the dealer's left begins play. This player **MUST** either add one card to the table (called “trailing”) or play **one** card that allows him to “make a match” and capture cards. To make a match, a player must play a card that is the same value (regardless of suit) as a card on the table. If he can't, he may play a card that equals the *sum* of two or more cards on the table. The card from the player's hand and the captured card(s) are won and placed face down in front of the player. These cards are out of play until scores are recorded at the end of the round.

Example:

The player's hand contains: 5 of Coins, 7 of Swords and the 2 of Cups. On the table are the 1 of Swords, 6 of Clubs and 5 of Cups.

The player could:

- Place the 2 of Cups on the table, or...
- Take the 6 of Clubs and 1 of Swords by playing the 7 of Swords ($6+1=7$) then place all three cards down in front of him, or...
- Take the 5 of Cups by playing his 5 of Coins and place both cards face down in front of him.



Note: In a four-player game, one partner should collect all the matched cards won by either member of the partnership.

Scopa - Must Make a Match Rule

You may not trail a card that has the ability to make a match. For example, if a 2 and 5 are on the table, a player holding a 7 must either make this match, or play a different card from his hand.

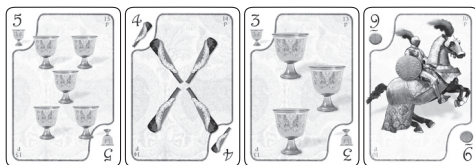
Scoring for a Scopa

When a player makes a match that removes **all** the cards on the table, he's achieved a Scopa. Since the table is now empty, the next player is forced to trail a card onto the table. A Scopa is worth one point and is scored whenever one occurs during play. (This is the only way you can score points **during** a round.)

Single Card Capture, Single Card Play

Whenever a card played may capture either a single or many cards, the player is forced to capture only the single card. A **PLAYER MAY NEVER PLAY MORE THAN ONE CARD PER TURN.**

- In the next example, the 7 of Cups could be played to capture the 4 of Clubs and the 3 of Cups. If there were a 7 on the table, he would have to take it with his 7, rather than take the 4 and the 3.
- This player **could not** play two cards from hand (the 1 and 8 of Clubs) to take the 9 of Coins.



Continuation of the Round

In a two or three player game, after all players have played all three cards, the dealer deals three more to each player (beginning with the player to his left). Play then continues.

Note: No more cards are dealt in a four-player game as they have all been dealt before play begins.

Additional cards are never dealt to the table. This process is repeated until the deck is completely exhausted.

End of the Round

After the dealer has played the last card of the round, the player who made the last match receives **all** cards remaining on the table (if any). (If no match is made in the final round, none of these cards are taken.) Points are now calculated.

SCORING

Players will have already scored 1 point for each Scopa. Up to four additional points are now awarded.

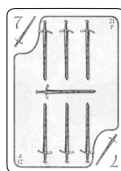
- (a) Award 1 point to the player/team who captured the most cards. (No point if tied.)
- (b) Award 1 point for capturing the greatest number of Coin cards. (No point if tied.)
- (c) Award 1 point for capturing the Seven of Coins (known as "sette bello").
- (d) Award 1 point for winning the **Primiera**. (No point if tied.)

Scoring the Primiera

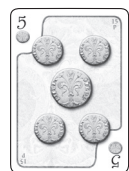
From the cards you won in the round, pull out the one from each suit with the highest Primiera value. Add these four values together.

In this example, the player's Primiera's value is 56 points.

Note: The 7's, 6's and 1's are the most valuable for this calculation, not the 8's, 9's and 10's. The highest possible Primiera total is 84 (capturing all four Sevens).



21 points



15 points



10 points



10 points

Total Primiera: 21 + 15 + 10 + 10 = 56 points

PRIMIERA VALUE CHART

Card rank	Value
7	21
6	18
1	16
5	15
4	14
3	13
2	12
8, 9 and 10	10 each



SCORING

- 1 point Each Scopa ("s")
- 1 point 7 of Coins
- 1 point Most Captured Cards*
- 1 point Most Coin Cards*
- 1 point Winning Primiera*

Player 1 or Team 1	Player 2 or Team 2	Player 3
SOPHIE	RICK	
1s	1	
1s	1	
1	2	
1	1s	
4	1	
1	1	
5	1	
	6	

WINNING

- In a two-player game, play until one player has at least **11** points **AT THE END OF A ROUND**.
 - In a three-player game, play until one player reaches or exceeds **8** points at the end of a round.
 - In a four-player game, play until one partnership reaches or exceeds **15** points at the end of a round. If more than one player/partnership exceeds the game's requirement, the most points wins.
- Play another round if no player/team reaches the goal at the end of this round.**

* Traditional Italian Play

If you wish to play SCOPA as it is played in Italy, deal cards to the **RIGHT**. Play also passes to the **RIGHT**, not the left, during play.

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