

Krypkasino

2-4 players

52 cards

Difficulty: Medium

Duration: Medium

Score the most points by capturing cards from the table through matching and building.

SETUP

- Use a standard 52-card deck for 2-4 players.
- Deal 4 cards to each player and 4 face-up on the table.
- Re-deal 4 cards when hands are empty, but add no new table cards.

SCORING

- Most cards: 1 point. Most spades: 2 points.
- 10 of diamonds: 2 points. 2 of spades: 1 point.
- Each Ace: 1 point. Each sweep: 1 point.

Tip: Use the Kryp mechanic when opponents have few cards left to prevent them from stealing your build.

ON YOUR TURN

- Capture table cards by matching their value with a hand card.
- Build combinations on the table equal to a card you hold.
- Use Kryp to secretly increase a build without announcing the new value.
- Trail by placing a card on the table if you cannot capture or build.

Krypkasino is a Swedish variant of the Casino card game family, where players capture cards from a central layout by matching values. The twist is the ability to build combinations secretly, giving the game a sneaky, strategic edge.

Objective

Score the most points by capturing cards from the table. Points are awarded for specific cards and for having the most cards or spades at the end of the round.

Setup

1. **Players:** 2 to 4 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal 4 cards to each player and 4 cards face-up on the table. Re-deal 4 cards to each player when hands are empty, but do not add more table cards.

Gameplay

1. **Capture:** Play a card from your hand that matches the value of one or more table cards to capture them.
2. **Build:** Combine a hand card with table cards to create a build equal to a card you hold. Announce the total value.
3. **Kryp (Sneak):** In Krypkasino, you may secretly increase a build without announcing the new value, attempting to mislead opponents.
4. **Trail:** If you cannot or choose not to capture or build, place a card face-up on the table.
5. **Sweeps:** Capturing all table cards in one move earns a bonus point.

Scoring

- **Most cards:** 1 point for the player who captured the most cards overall.
- **Most spades:** 2 points for having the most spade cards.
- **Big Casino (10 of diamonds):** Worth 2 points.
- **Little Casino (2 of spades):** Worth 1 point.
- **Aces:** 1 point each.
- **Sweeps:** 1 point per sweep.

Variations

- **Standard Casino:** Played without the sneaky build rule, requiring all builds to be announced openly.
- **Royal Casino:** Face cards are given numerical values, allowing them to be used in builds.

Tips and Strategies

- Use the Kryp mechanic to disguise your builds and prevent opponents from stealing them.
- Keep track of which aces and high-value spades have been played to maximize your point capture.
- Try to capture as many cards as possible in the final deal, since leftover table cards go to the last player who made a capture.

Tips & Strategy

Master the Kryp build to keep opponents guessing. Always track which high-value cards remain in the deck to plan your captures efficiently.

Timing your Kryp builds is essential. Build sneakily when opponents have few cards left in hand, reducing their chances of stealing your setup.