

Rubamazzo

2 players

52 cards

Difficulty: Easy

Duration: Short

Capture the most cards by matching values and stealing your opponent's pile.

SETUP

- Remove 8s, 9s, and 10s from the deck.
- Deal 3 cards to each player.
- Place 4 cards face up on the table.

SCORING

- The player with the most captured cards wins.
- Optional Scopa-style bonus points can be added.

Tip: Always steal the opponent's pile when possible, as it is far more valuable than capturing a single table card.

ON YOUR TURN

- Play one card from your hand.
- Steal your opponent's pile if your card matches its top card, or capture a matching table card.
- If no match, leave the card on the table.

Rubamazzo is a lively Italian children's card game where players capture cards by matching values, with the exciting twist that you can steal your opponent's entire capture pile. It is fast, fun, and full of surprises.

Objective

Capture the most cards by matching values on the table and by stealing your opponent's capture pile when you can match the top card.

Setup

1. **Players:** 2 players (variants allow more).
2. **Deck:** A 40-card Italian deck or a standard deck with 8s, 9s, and 10s removed.
3. **Deal:** Deal 3 cards to each player and place 4 cards face up on the table.

Gameplay

1. **Step 1:** On your turn, play one card from your hand.
2. **Step 2:** If your card matches a table card's value, capture it. If it matches the top card of your opponent's capture pile, steal their entire pile instead (this takes priority).
3. **Step 3:** Place captured cards face up on top of your own capture pile, so the most recent capture is always visible.
4. **Step 4:** If no capture is possible, leave your card on the table. When both players run out of cards, deal 3 more to each.

Scoring

- The player with the most cards at the end of the game wins.
- In some versions, you can also score Scopa-style points for most cards, most diamonds, the 7 of diamonds, and highest prime.

Variations

- **Rubamazetto:** A simplified version for very young children where players only match cards on the table, without pile-stealing.
- **Multi-player Rubamazzo:** With 3 or 4 players, each player can steal from any opponent's pile, adding more chaos and excitement.

Tips and Strategies

- Remember what card sits on top of your opponent's pile, as stealing it wins you all their captured cards.
- If you can match both a table card and your opponent's pile top, always steal the pile for maximum gain.
- Try to bury valuable capture piles by placing a hard-to-match card on top after a big steal.

Tips & Strategy

Always prioritize stealing your opponent's capture pile over taking a single table card. Pay close attention to the top card of each pile to spot steal opportunities.

Since the top card of your pile is always exposed, try to end your turns with a card that is unlikely to be matched. Memorizing played cards helps predict when a steal is coming.