

# Scala Quaranta

2-6 players

52 cards

Difficulty: Medium

Duration: Medium

## Empty your hand by melding all your cards.

### SETUP

- Use two decks with jokers.
- Deal 13 cards to each player.
- Flip one card to start the discard pile.

### SCORING

- Face cards 10, Aces 1 or 11, number cards face value, Jokers 25.
- Remaining cards count against your score.

*Tip: Hit 40 points for your opening meld as early as possible to unlock laying off.*

### ON YOUR TURN

- Draw from stock or discard pile.
- Lay down melds (opening meld must total at least 40 points).
- Discard one card to end your turn.

*Scala Quaranta (also known as Scala 40) is an Italian rummy game where players must reach at least 40 points in their initial meld before they can lay down cards. It is one of the most popular card games in Italy.*

## Objective

Be the first to empty your hand by forming melds worth at least 40 points for your opening lay and then adding to melds on the table.

## Setup

1. **Players:** 2-6 players.
2. **Deck:** Two standard 52-card decks with jokers (108 cards total).
3. **Deal:** Deal 13 cards to each player. Place the remaining cards face down as the stock pile and turn one card to start the discard pile.

## Gameplay

1. **Step 1:** Draw one card from the stock pile or the discard pile.
2. **Step 2:** To make your first lay, you must place melds totaling at least 40 points using only natural cards (no jokers in the opening meld).
3. **Step 3:** After your opening lay, you may add cards to any melds on the table and lay down new melds of any value.
4. **Step 4:** Discard one card to end your turn. The round ends when a player empties their hand.

## Scoring

- Face cards are worth 10 points each, Aces can count as 1 or 11, and number cards are face value. Jokers are 25 points.
- Players who have not emptied their hand subtract the value of their remaining cards from their score. The first player to go out earns a bonus.

## Variations

- **Scala Quaranta with Buying:** Players may buy (take) the discard even when it is not their turn, drawing an extra penalty card.
- **Lower Opening Threshold:** Reduce the opening meld to 30 points for beginners.

## Tips and Strategies

- Plan your opening meld carefully to hit exactly 40 points without overcommitting cards.
- Once you have opened, aggressively lay off cards onto existing melds to empty your hand.
- Track which jokers and key cards have been played to plan your melds effectively.

## Tips & Strategy

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Reach 40 points for your opening meld as quickly as possible so you can begin laying off cards. Hold flexible middle cards that work in both sets and runs.

Reaching your opening meld quickly is the most important strategic goal. Once you open, you gain a significant advantage by being able to lay off cards freely.