

# Scopa

2-4 players

40 cards

Difficulty: Medium

Duration: Medium

Score the most points by capturing cards from the table and sweeping it clean.

## SETUP

- Use a 40-card deck (remove 8s, 9s, 10s from a standard deck).
- Deal 3 cards to each player and 4 face-up on the table.
- Re-deal 3 cards each when all hands are empty.

## SCORING

- Most cards captured: 1 point.
- Most diamonds captured: 1 point.
- 7 of diamonds (Sette Bello): 1 point.
- Each sweep of all table cards: 1 point.

*Tip: Always try to capture the 7 of diamonds; it counts toward three scoring categories.*

## ON YOUR TURN

- Play one card from your hand to the table.
- Capture a table card matching your card's value.
- Or capture multiple cards whose values sum to your card.
- If no capture, your card stays on the table.

Scopa is Italy's most beloved card game, a fishing game where players capture cards from a shared table layout by matching or combining values. The name means 'sweep' in Italian, referring to the prized move of capturing all table cards at once.

## Objective

Score the most points by capturing cards from the table, with special bonuses for sweeps, collecting the most cards, the most diamond-suit cards, and the valuable 7 of diamonds.

## Setup

1. **Players:** 2 to 4 players (or 2 teams of 2).
2. **Deck:** Italian 40-card deck (or a standard deck with 8s, 9s, and 10s removed). Cards rank 1-7 plus Jack (8), Queen (9), King (10).
3. **Deal:** Each player receives 3 cards. Place 4 cards face-up on the table. The rest form the stock.
4. **Rounds:** When all hands are empty, deal 3 more cards each from the stock. Do not add more table cards.

## Gameplay

1. **Playing a Card:** On your turn, play one card from your hand to the table.
2. **Capturing:** If your card matches the value of a table card, you capture both. If your card matches the combined value of multiple table cards, you capture all of them.
3. **No Capture:** If no capture is possible, your card stays on the table.
4. **Scopa (Sweep):** If your play captures all remaining table cards, it is a 'scopa' — worth one bonus point. Mark it by placing a captured card face-up in your pile.
5. **Priority Rule:** If your card can match a single card, you must capture that single card rather than a combination.

## Scoring

1. **Cards:** The player who captured the most cards scores 1 point.
2. **Diamonds (Denari/Coins):** The player with the most diamond-suit cards scores 1 point.
3. **Sette Bello:** The player who captured the 7 of diamonds scores 1 point.
4. **Primiera:** A complex scoring based on having the highest-value cards across all four suits scores 1 point.
5. **Scope:** Each sweep scored during play is worth 1 point.

## Tips and Strategies

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- Always try to capture the 7 of diamonds when possible — it counts toward three scoring categories.
- Avoid leaving table combinations that total a value your opponent can easily sweep.
- Track which high-value cards have been played to optimize your Primera score.

## Tips & Strategy

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The 7 of diamonds is the single most valuable card in the game. Prioritize capturing 7s across all suits for Primera scoring, and keep track of which diamonds have been taken.

Controlling the table state is crucial. Leaving cards that total common values gives opponents easy captures, so try to leave odd combinations.