

Seep

2-4 players

52 cards

Difficulty: Hard

Duration: Long

Score the most points by capturing cards from the table.

SETUP

- Deal 4 cards each, 4 face up on table.
- Remaining deck for redeals.
- Partnerships of 2 recommended.

SCORING

- Spades = face value in points.
- Bonuses for most Spades, most cards, 10 of Diamonds.

Tip: Track Spades captures and build combinations only you can take.

ON YOUR TURN

- Capture table cards whose values sum to your card.
- Trail if no capture possible.
- Seep (clearing table) earns bonus.

Seep is a popular Indian fishing card game where players capture cards from the table by matching point values. It involves deep calculation and is taken seriously in competitive circles across Northern India.

Objective

Score the most points by capturing cards from the table whose values match your played card.

Setup

1. **Players:** 2 to 4 players (best with 4 in partnerships).
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal 4 cards to each player and 4 face up on the table. Remaining deck used for subsequent deals.

Gameplay

1. **Step 1:** Play a card to capture table cards whose values total your card's value. Number cards are pip value, J=11, Q=12, K=13, A=1.
2. **Step 2:** If you cannot capture, trail by placing a card on the table.
3. **Step 3:** When hands are empty, deal 4 more to each player (not the table). Continue until deck is exhausted.
4. **Step 4:** A 'seep' (capturing all table cards) earns bonus points.

Scoring

- Spades are worth their face value in points.
- Bonuses for most Spades, most cards overall, and 10 of Diamonds. First to 100 wins.

Variations

- **Two-player Seep:** No partnerships, purely individual.
- **Baazi:** Regional variant with different point values.

Tips and Strategies

- Focus on capturing high-value Spades and the 10 of Diamonds.
- Build table combinations only you can capture on your next turn.

Tips & Strategy

Focus on capturing high-value Spades and the 10 of Diamonds. Build combinations only you can capture.

Building (placing a card to create a value only you can capture next turn) is the key advanced technique.