

Scopa Setup

- Each player is dealt 3 cards and 4 cards are dealt face-up in the middle of the table. The player to the right of the dealer goes first and play proceeds counterclockwise.

On your turn

1. Play a card
 - a. If the value of the played card matches the value of a card in the middle of the table, take that card and add both to your score pile.
 - b. If the value of the played card matches the sum of several cards in the middle of the table, pick them up and add the cards to your score pile (e.g., a 7 can pick up a 3 + 4).
 - i. If the played card could take either a single card or multiple cards, the player must choose to take the single card.
 - c. If you cannot take a card or there are no cards in the middle of the table, place your card face-up in the middle of the table.
2. If by playing a card you take the last card(s) from the middle of the table, this creates a Scopa which will score a point at the end of a round.

Round end

- The round ends after the deck has been exhausted and every player has no more cards left in hand.

Scoring

- 1 Point for player/team who captured the most cards.
- 1 Point for player/team who captured the most cards of the Coins suit.
- 1 Point for the player/team who captured the 7 of Coins.
- 1 Point for each Scopa taken.

Prime Scoring

- Player/Team take(s) their highest card of each suit and add up their “prime values”, converting their rank to points. The player/team with the highest “Prime value” scores 1 Point.

Card Rank	Point Value
Seven (sette)	12
Six (sei)	9
Ace (asso)	7
Five (cinque)	6
Four (quattro)	5
Three (tre)	4
Two (due)	3
Face cards	1

Game End

- Game end is triggered after a player/team has at least 11 points. Most points wins.
 - a. *Cappotto variant*: Game can also end at the end of a round where one team has a 7-point lead after scoring.