

Ages: 10+  
No. of players:  
2-6



# C's the World

The world in your palms



## Game #4 in the C's the World series: Capitalla

Rummy with a Country Twist: Set the World on Fire

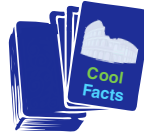
### 1. Goal

Be the first to arrange all your cards into Sets.



### 2. Set-up

- 1 Shuffle the cards **front-side up**
- 2 Deal 13 cards to each player
- 3 The remaining cards form the draw pile. This time, **back-side up**
- 4 Take the top card from the draw pile to start a discard pile. Again, **back-side up**.
- 5 The player to the left of the dealer starts



Each player starts with 13 cards

### 3. Basics

#### Joker



Every country whose capital starts with **C** is a Joker. Jokers can replace any card in an Impure Set or Mixed Set.



#### Pure set

3 or more cards with capitals starting with the same letter



No Jokers in Pure

#### Impure set

3 or more cards with capitals starting with the same letter—with or without Joker



S + S + C

#### Mixed set

3 or more cards with capitals starting with the adjacent letters

K + L + M



### 4. To Note

- **Golden rule:** You must have at least one Pure Set to win
- A set of 3 or more Jokers is also a Pure set
- Nauru has no capital, so the capital will be attributed to the letter N
- Countries with 1+ capitals can use the starting letter of any of their capitals (e.g. Bolivia can use S or L)
- Two-word capitals like Mexico City can take the first letter (i.e. M)

### 5. Game Flow

During your turn, you can:

#### 1. Pick

Take the top card from the draw pile or discard pile.  
You will now have 14 cards.

#### 2. Sort

Sort your cards by capital initials

#### 3. Discard

Drop one card on the discard pile. Now you will go back to having 13 cards.

The first player to arrange all 13 cards into valid sets wins Capitalla. A player may declare victory only during their turn, after picking a card and while discarding the 14th card.