



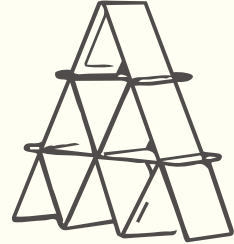
# Capitalla

It's time to show your true colours

## Goal

Be the first to arrange all your cards into valid **Sets**. The golden rule is that you must have at least one **Pure Set**.

## Setting the stage



### A. Pure Set (With the starting letter of the capital city)

- 3 or more cards where the capitals start with the same letter.  
Example: France (**P**aris), Czech Republic (**P**rague) & Panama (**P**anama City).  
Note: Jokers are not allowed in a Pure Set.

### B. Impure Set

- 3 or more cards with capitals starting with the same letter—with or without Joker.  
Example: Thailand (Bangkok), China (Beijing) & Joker (acting as a capital starting with “B”).  
Note: Jokers can represent any capital, so a group of only Jokers is also valid.

### C. Country Set (Choose your difficulty)

- Standard rule (with colour set): 3 or more cards that share the same colour at the back.  
Example: Afghanistan, China & Sweden have rose colour at the back.
- Additional advanced rule (with continent set): 3 or more cards from the same continent.  
Example: Egypt, South Africa & Nigeria are all in Africa.

### D. Joker

- The colour at the back of a randomly drawn card determines the Joker.
- Every card that shares that same colour is a Joker.
- Jokers can substitute any other card in an Impure Set or Country Set.

## Game flow

- Shuffle all the cards front-side up (side with the camera capture & cool facts).
- Deal 13 cards to each player.
- Place the remaining cards in the center to form the draw pile. This time, back side-up.
- Start a separate discard pile using the first card from the draw pile. Again, back side-up.
- Now, draw one random card. Its back colour determines the Joker colour for the game.
- The player to the left of the dealer goes first.
- During your turn, you:
  - Pick:** Take the top card from the draw pile or discard pile. You will now have 14 cards.
  - Organize:** Group your cards by capital initial and colour.
  - 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.

