

# Capitalla



## Rummy with a Country Twist: Set the World on Fire

### Goal

Be the first to arrange all your cards into **Sets**. The different types of sets are Pure, Impure & Mixed.

### Setting the stage

#### Pure Set

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

#### Impure Set

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

#### Mixed Set

- 3 or more cards with capitals starting with adjacent letters.  
Example: Afghanistan (**K**abul), United Kingdom (**L**ondon) & Russia (**M**oscow) have capitals starting with adjacent letters: K-L-M.

#### Joker

- Every card with a capital starting with the letter C is a Joker.
- Jokers can substitute any other card in an Impure Set or Mixed Set.

#### To Note

- The golden rule is that you must have at least one Pure Set to win.
- Nauru has no capital, therefore Nauru’s capital will be attributed to the letter N.
- Countries which have more than one capital can use the starting letter of any of their capitals.
- Two-word capitals like Mexico City will have the first letter of the first word attributed to them.

### 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.
- The player to the left of the dealer goes first.
- During your turn, you:
  1. **Pick:** Take the top card from the draw pile or discard pile. You will now have 14 cards.
  2. **Organise:** Group 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.

