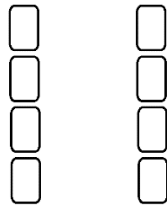


# Crapô rules

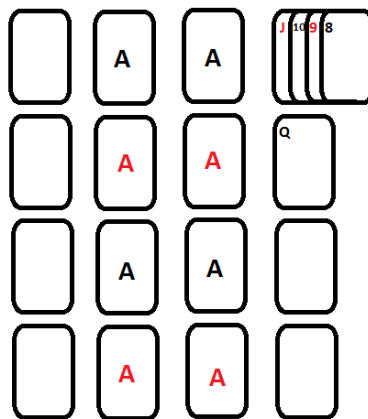
## General Rules

1. Played with 2 decks
2. Each player gets 52 cards
3. Each play sets 4 cards on the table (8 cards in total), arranged like this:



4. Similar to Solitaire, you can arrange the cards alternating from black to red, in the order  $K \rightarrow Q \rightarrow J \rightarrow 10 \rightarrow 9 \rightarrow 8 \rightarrow 7 \rightarrow 6 \rightarrow 5 \rightarrow 4 \rightarrow 3 \rightarrow 2$
5. In the centre, you put the aces (2 decks, therefore 8 aces), and just like Solitaire, you can pile up cards of the same suit, from Ace to King.

An example:



6. Different from Solitaire, you can NOT move a block of cards. You can only move one card at a time. So in the example above you can't move the block from J to 8 to the black Q underneath.
7. Different from Solitaire, you can put any card in empty spaces. It is not limited to Kings only.
  - The empty spaces are what you use to move blocks. For example, if in the example above you had 2 empty spaces, you could do the following moves to move the block:
    - 8 to empty space 1
    - 9 to empty space 2
    - 8 to 9 again (opening the 1<sup>st</sup> space again)
    - 10 to empty space 1
    - J to Q
    - 10 to J (opening the 1<sup>st</sup> space again)
    - 8 to empty space 1
    - 9 to 10
    - 8 to 9

- You can also use other available cards on the table to move blocks. For example, if your block included a red 7 as well, you could move the block with just 2 empty spaces, provided that you had another black 8 available on the table. Then you'd move the 7 to that 8, and then do the exact same moves as before.
- 8. When it's your turn, you can do as many moves on the table as you'd like.
- 9. When you think you've run out of moves, you draw a card from your deck.
- 10. If you can play it on the table, you can just keep playing.
- 11. If you can't put it anywhere on the table, you set it aside, on what we'll call the trash, facing upwards (the last card on the trash should always be visible).
- 12. When you trash a card, then it's the other player's turn.
- 13. When you run out of cards from your deck, you flip your trash.

**Objective of the game:** to have no cards on you (deck and trash)

First one to play all their cards wins!!!

### **Additional Rules**

1. You can NOT draw a card from your deck if there are empty spaces on the table. If you have empty spaces, and no more moves you want to make, you must fill the empty spaces with cards from your trash. Only after that, you can draw a card from your deck.
  - Exception: if you don't have any cards on your trash (beginning of the game, or when you just flipped your trash)
2. You can play the top card of your trash at any time (provided it's your turn).
  - So if you trash a red 9, for example, but on your next turn you can play it (because your adversary played a black 10 for example), you are free to pick that card from your trash and play it.
3. You can put cards in your adversary's trash, if the card is the same suit, one up or one down, as the top card of their trash.
  - Example: if the top card of their trash is Jack of hearts, you can put either a 10 of hearts or a Queen of hearts in their trash. You can do a sequence, so you can put a Queen of hearts, then another Jack of hearts, then a 10 of hearts, and so on.
  - This is useful for opening empty spaces, or playing a card from your deck that otherwise would have gone on your trash (and therefore make you lose your turn)
4. When you draw a card from your deck you have to play it (or trash it). You can't put it "on hold", and make other moves that you missed before, but noticed after you've drew the card from your deck. You drew a card from your deck and you looked at it, then there's no going back. Play it or trash it!