



OFFICIAL RULEBOOK



Own the Stake. Rule the Table.

APPAREL CO-BRAND



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1. GAME PURPOSE, PLAYERS, DECK & DEAL



GAME PURPOSE

- Mzansi Casino™ is a South African partnership card game.
- The objective is to collect more points than the opposing team.
- Partners combine their cards and score together at the end of the game.



PLAYERS AND TEAMS

- 4 players, played 2 vs 2.
- Partners sit opposite each other.
- Partners may not talk or signal except the permitted calls.



DECK

- 40-card deck: Ace through 10 in all four suits.
- Picture cards are removed.
- Ace = 1.



DEAL

- Each player receives 10 cards.
- No cards are placed face-up on the table at the start.
- The first player starts by playing one card from hand.



2. CORE DEFINITIONS I



1. LOOSE CARD

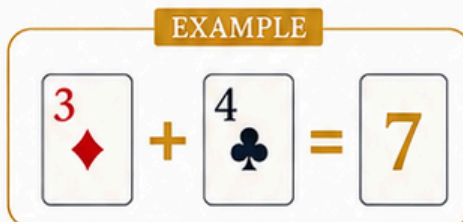
A card lying openly on the table that is not part of a stake.



2. STAKE

A group of cards whose values add up to a specific number.

Example: $3 + 4 = 7$.



3. STAKE OWNER

The player who legally creates the stake or later receives ownership of it.



4. ACTIVE STAKE

A stake that is currently on the table.



5. UNLOCKED STAKE

A stake with only its first layer. It may still be changed.



3. CORE DEFINITIONS II



1 LOCKED STAKE

A stake becomes locked when another matching layer is added.

*Example: first layer 3 + 4 = 7,
second layer 2 + 5 = 7.*



2 COLLECTED PILE

Cards already captured by a player.



3 TOP

The owner places a matching card on the stake but leaves it on the table.



4 OWNERSHIP TRANSFER

Two knocks request that a partner leave a stake instead of collecting it.



5 REBUILD

Recreating a partner's lost stake.
Say "For Partner."



6 INQOLA

An 11-0 result, meaning a complete victory or automatic loss.



4. THE ONE-CARD TURN RULE

♦ GOLDEN RULE ♦



Every player must use exactly one card from hand on each turn.



A player ends the turn with one fewer card in hand.



A player may not use two or more cards from hand in one turn.



Other cards may be moved only when allowed from the table or exposed opponent collected cards.



If a player throws a loose card on the table, the turn ends immediately.



A player may place one card face down while thinking, and may change their mind while it stays face down.



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5. TURN OPTIONS 1-3



1

OPTION 1 — THROW

Throw one card on the table.
No combinations may be formed afterwards.



2

OPTION 2 — START A NEW STAKE

Only if the player does not already own an active stake.
Use one card from hand plus loose cards on the table.
Do not use cards from an opponent's collected pile to start the first layer.



3

OPTION 3 — CONTRIBUTE TO AN EXISTING TEAM STAKE

If the player or partner has an active stake, use the hand card to contribute to that stake.
Then look for further valid combinations.



JOINT
• ROLL • RELAX • ELEVATE •



6. TURN OPTIONS 4-6

4



OPTION 4 — FORM COMBINATIONS THEN COLLECT

First build legal combinations for your own or your partner's stake.
End the turn by using one hand card to collect a legal stake.

5



OPTION 5 — CONTRIBUTE TO AN OPPONENT'S STAKE

If you add to an opponent's stake, you must end by collecting that same stake with the matching card.

6



OPTION 6 — BUILD THEN COLLECT A MATCHING LOOSE CARD

After legal combinations, you may use your one hand card to collect a matching loose card from the table.



REMINDER

Every turn still uses only one hand card.

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7. STARTING A NEW STAKE

- ♠ A player may start a new stake only if they do not already own an active stake.
- ♠ The first layer must use one card from hand and one or more loose cards from the table.
- ♠ The smaller-value card is placed on top of the bigger-value card.
- ♠ The player must keep the matching collecting card in hand.
- ♠ Do not use cards from an opponent's collected pile to create the initial stake.

◆ EXAMPLE ◆

- ♠ Loose table card: **3**.
- ♠ Hand card used: **4**.
- ♠ Stake created: $3 + 4 = 7$.
- ♠ Collecting card kept in hand: **7**.

LOOSE TABLE
CARD



HAND CARD
(USED)



STAKE CREATED
($3 + 4 = 7$)



COLLECTING CARD
(KEPT IN HAND)



Build smart. Start right. The right stake begins the journey to victory.



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8. BUILDING, LAYERS & LOCKING

Once a stake exists, more combinations of the same value may be added.

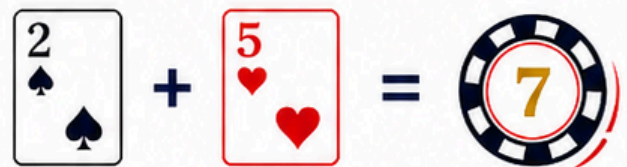
EXAMPLE 1: FIRST LAYER



FIRST LAYER

$$3 + 4 = 7$$

EXAMPLE 2: SECOND LAYER



SECOND LAYER

$$2 + 5 = 7$$

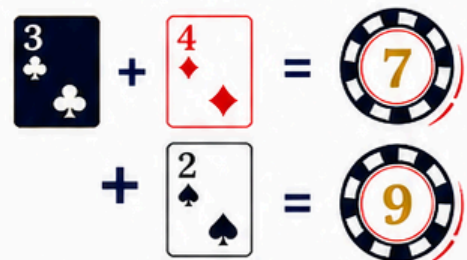


When the second matching layer is added, the stake becomes **locked**.



An unlocked first-layer stake may be changed by an opponent.

Example: $3 + 4 = 7$, then $+ 2$ makes 9, if the opponent has a 9.



A **locked** stake cannot be changed to another value.



A partner may help add layers to protect the stake.





11. BUILDING, LAYERS & LOCKING



1. BUILDING ADDITIONAL LAYERS

Once a stake exists, further combinations equal to the same value may be added to it.



2. EXAMPLE

First layer: $3 + 4 = 7$.

Second layer: $2 + 5 = 7$.

FIRST LAYER		SECOND LAYER		LOCKED STAKE	
	+		= 7		
			+		



3. LOCKED STAKE

Once another valid layer of the same value is added, the stake becomes locked.



4. RULE

A locked stake may no longer be changed into another value.



A SECOND VALID LAYER LOCKS THE STAKE.



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USING AN OPPONENT'S UNLOCKED STAKE



1. UNLOCKED OPPONENT STAKE

An opponent's unlocked stake may be used as part of a new legal build.



2. EXAMPLE

If an opponent has a 5-stake and the player has a 2, the player may form $5 + 2 = 7$ and place it onto their own 7-stake or their partner's 7-stake, if that stake already exists.

OPPONENT
(UNLOCKED)



+

YOU
(IN HAND)



=



TEAM STAKE
(7-LAYER)



3. LOCKED OPPONENT STAKE

A locked stake may not be changed into another value.



4. RULE

Only unlocked stakes may be absorbed or increased into a new legal build.



**ONLY UNLOCKED OPPONENT
STAKES MAY BE CHANGED.**

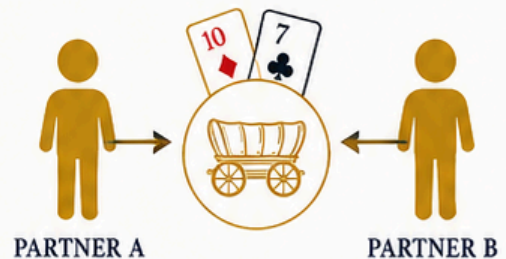




PARTNER ASSISTANCE & OWNERSHIP

1. PARTNER ASSISTANCE

A partner may help build or lock their partner's stake by adding another valid combination or matching card.



2. RESTRICTION

A partner may not collect a stake owned by their partner.



3. STAKE OWNER

A stake belongs to the player who legally created it or later received it through a valid ownership transfer.



STAKE OWNER

4. TEAM PRINCIPLE

Partners may support one another's active stakes but each stake still has a single owner.



SINGLE OWNER

♠ A PARTNER MAY HELP BUILD — BUT MAY NOT COLLECT. ♠





TOP & OWNERSHIP TRANSFER

1 TOP

If the owner holds more than one matching card, the owner may place one matching card onto the stake and say "Top," leaving the stake on the table.



2 OWNERSHIP TRANSFER

A partner may knock twice to request that the current owner leave the stake instead of collecting it.



3 RESULT

The current owner places the matching card onto the stake and ownership passes to the partner, provided the move is legal.



4 TRANSFER BACK

Ownership may later transfer back if the rules are still satisfied and the required matching card is still held.



**OWNERSHIP MAY CHANGE —
THE STAKE VALUE DOES NOT.**





ONE-STAKE LIMIT & DOUBLE OWNERSHIP



1. GENERAL RULE

A player may own only one active stake at a time.



2. AUTOMATIC LOSS

If a player creates a second active stake while already owning one, the team loses by **Inqola (11-0)**.



3. TEMPORARY EXCEPTION

A player may temporarily own two stakes only through a valid ownership transfer.



4. REQUIRED ACTION

On that player's next turn, they may work on both stakes but must collect and remove one before ending the turn.



5. PROHIBITION

The player may not finish the turn still owning two stakes.

ONE ACTIVE STAKE PER PLAYER —
EXCEPT TEMPORARY LEGAL TRANSFER.

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REBUILDING A PARTNER'S LOST STAKE



1. WHEN REBUILDING IS ALLOWED

If an opponent collects a player's stake, that player's partner may rebuild it.



2. CONDITION

The original owner must still hold the matching collecting card and must not have used or thrown it.



3. DECLARATION

The rebuilding player must say **"For Partner."**



4. LEGAL SOURCES

The rebuild may use loose table cards or an opponent's unlocked stake where legal, but never the partner's collected pile.



5. END OF REBUILD RIGHT

The rebuild right ends as soon as the original owner uses or throws the required collecting card.



EXAMPLE

Player A's 5 of Spades is collected by an opponent. Player A still holds the 5 of Spades. Player B (A's partner) may say "For Partner" and rebuild A's stake using legal sources. If Player A then plays the 5 of Spades, Player B can no longer rebuild.

**REBUILD ONLY WHILE THE OWNER
STILL HOLDS THE MATCHING CARD.**





USING OPPONENTS' COLLECTED PILES



- 1 EXPOSED OPPONENT CARDS** —————
During a valid combination sequence, a player may use exposed top cards from the opponents' collected piles where the rules allow.
- 2 PARTNER RESTRICTION** —————
A player may never use cards from their own partner's collected pile.
- 3 NO SEARCHING** —————
Players may not search through opponents' collected piles to see what cards follow.
- 4 REVEALED-CARD COMMITMENT** —————
If a player removes an exposed card and reveals the next card, the removed card must be used in a valid move.
- 5 PENALTY** —————
Revealing cards for information, or failing to use a card that was lawfully removed, causes an Inqola (11-0) loss.



**NO SEARCHING THROUGH
COLLECTED PILES.**





COMBINATION SEQUENCES & OPPONENT STAKE COMMITMENT



1

COMBINATION SEQUENCE

Once a player legally begins a combination sequence, they may continue forming further valid combinations.

2

TEAM STAKES

The player may work on their own stake and/or their partner's stake during the same turn.

3

OPPONENT STAKE COMMITMENT

If a player contributes to an opponent's stake, they must collect that same opponent's stake during the same turn with the matching card from hand.

4

FINISH OPTIONS

A player may end the sequence by collecting a legal stake or by collecting a matching loose card from the table.

5

IMPORTANT REMINDER

If a player simply throws a card onto the table, the turn ends immediately and no combinations may follow.



**ADD TO AN OPPONENT'S STAKE —
THEN YOU MUST COLLECT IT.**





MATCHING CARDS & LAST COLLECTOR



1. MATCHING LOOSE CARD

A player may use the one card from hand to collect a loose card of the same value from the table.



2. EXAMPLE

After forming legal combinations, a player holding a 2 may collect a loose 2 from the table.



3. LAST COLLECTOR RULE

The last player to make a successful collection receives all loose cards remaining on the table at the end of the game.



4. SUCCESSFUL COLLECTION

This includes collecting a stake or collecting matching loose cards.



5. PLAYER RESPONSIBILITY

Players must keep track of stake values and ownership; placing a combination on the wrong stake or collecting with the wrong card causes an Inqola (11-0) loss.

**THE LAST SUCCESSFUL COLLECTOR
TAKES THE REMAINING LOOSE CARDS.**

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COMMUNICATION, SIGNALS & THINKING CARD



1. NO COMMUNICATION

Partners may not talk, coach, ask for cards, suggest moves, or help one another during play.



2. NO SIGNALS

Secret signs, gestures, pointing, facial signals, or coded sounds are not allowed.



3. PERMITTED CALLS

The only permitted game communication is "Top," two knocks for legal ownership transfer, and "For Partner" when rebuilding.



4. THINKING CARD

A player may place one card face down while thinking and may change their mind as long as that card remains face down.



5. SURRENDER

If a player places all remaining cards from their hand onto the table, the team loses by Inqola (11-0).



6. PLAYER RESPONSIBILITY

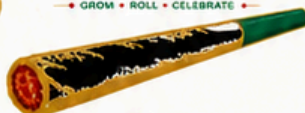
Every player must remember who owns each stake, the value of each stake, and whether each stake is locked or unlocked.



NO TALKING. NO SIGNALS. NO HELPING.



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♦ ♦ 21. SCORING & INQOLA ♦ ♦

1. SCORING

At the end of the game, partners combine all cards they collected.
The team with the highest total number of points wins the game.

CARD / CONDITION	POINTS
Each Ace	1
2 of Spades	1
10 of Diamonds	2
Exactly 5 Spades	1
6 or more Spades	2
Exactly 20 cards	1
21 or more cards	2



TOTAL AVAILABLE POINTS: 11



2. INQOLA



In Mzansi Casino™, a final score of 11–0 is called Inqola. Inqola means a very expensive 'Wagon.' The team that wins 11–0 receives two small wagons as a symbolic reward for an excellent and clean job.

♦ ♦ Inqola = 11–0 Victory ♦ ♦

3. WINNING

There are 11 points in total, so the game can never end in a draw.
The team with the higher points wins the game.





22. AUTOMATIC INQOLA PENALTIES & RIGHTS NOTICE

The offending team immediately loses by **Inqola (11-0)** if any of the following occur:

1. A player creates a second active stake while already owning one.
2. A player searches through an opponent's collected pile.
3. A player removes or reveals a collected-pile card and fails to use it legally.
4. A player places a combination onto the wrong stake.
5. A player attempts to collect a stake with the wrong card.
6. A player surrenders by placing down all remaining cards.
7. A player communicates illegally with their partner.
8. A player gives signs, signals, or coaching during the game.
9. A player interferes with or helps their partner during play.

Any of the above results in an immediate Inqola (11-0).



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