



OFFICIAL RULEBOOK



Own the Stake. Rule the Table.

APPAREL CO-BRAND



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GAME PURPOSE, PLAYERS, DECK & DEAL



GAME PURPOSE

Mzansi Casino™ is a South African 4-player partnership card game. The aim is to outscore the opposing team by building stakes, locking them, collecting cards, and using teamwork with discipline and strategy.



PLAYERS & TEAMS

- 4 players
- 2 teams of 2
- Partners sit opposite each other
- Partners may not freely communicate during play.



DECK

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



DEAL & START

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





OBJECTIVE AND SCORING



1. OBJECTIVE OF THE GAME

At the end of the game, each pair of partners combines all captured cards. The team with the highest total number of points wins.



2. SCORING

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

♠ **11** TOTAL POINTS – NO DRAW ♠



An 11–0 win is called *Inqola*.



CORE DEFINITIONS I



1. LOOSE CARD

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



2. STAKE

A stake is a group of cards whose combined value equals a specific number.



3. STAKE OWNER

The stake owner is the player who legally created the stake or later received it through a valid ownership transfer.



4. ACTIVE STAKE

An active stake is a stake currently on the table and belonging to a player.



5. UNLOCKED STAKE

A stake with only its first layer is unlocked and may still be changed.



6. LOCKED STAKE

A stake becomes locked once another valid layer of the same value is added. A locked stake can no longer be changed into another value.



CORE DEFINITIONS II



1. COLLECTED PILE

A collected pile contains cards already captured by a player during the game.



2. TOP

Top is the call used when the owner places a matching card onto their own stake but leaves the stake on the table instead of collecting it.



3. OWNERSHIP TRANSFER

Ownership transfer happens when a partner knocks twice to ask the current owner to leave the stake on the table. Ownership then moves to the partner if the rule is valid.



4. REBUILD

A rebuild happens when one player recreates a stake on behalf of their partner after the original stake was collected by an opponent.



5. FOR PARTNER

For Partner is the declaration made when legally rebuilding a stake for a partner.



6. INQOLA

Inqola is the name for an 11-0 result, a complete and dominant victory.



THE ONE-CARD TURN RULE

- 1 Every turn, a player must use exactly one card from their hand.
- 2 A player may not play two or more hand cards during the same turn.
- 3 The turn ends with one fewer card in hand.
- 4 Other cards used in combinations may come from the table or from opponents' exposed collected cards where the rules allow.
- 5 A player may place one card face down while thinking and may change their mind for as long as that card remains face down.
- 6 If a player places all remaining cards from their hand on the table, it counts as surrender and the team loses by Inqola (11-0).



ONE CARD FROM HAND PER TURN — ALWAYS.



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JOINT

CARD • DECK • SHUFFLER



TURN OPTIONS 1–3



OPTION 1 — THROW A CARD

A player may throw one card from hand onto the table as a loose card. Once thrown, the turn ends immediately and no combinations may be formed afterward.



OPTION 2 — START A NEW STAKE

If the player does not already own an active stake, they may use one card from hand together with loose cards already on the table to start a new stake. Cards from an opponent's collected pile may not be used to start the initial stake.



OPTION 3 — CONTRIBUTE TO AN EXISTING TEAM STAKE

If the player or their partner already has an active stake, the player may use one card from hand to contribute to either stake and may then continue forming other legal combinations.



If you throw a card, you cannot start combinations afterward.





TURN OPTIONS 4–6



OPTION 4 —

FORM COMBINATIONS THEN COLLECT:

If the player or their partner already has an active stake, the player may begin by forming legal combinations from the table and opponents' exposed collected cards, then finish the turn by using one card from hand to collect a legal stake.



OPTION 5 —

CONTRIBUTE TO AN OPPONENT'S STAKE:

A player may also add to an opponent's stake. If they do so, they must finish the same turn by collecting that opponent's stake with the matching card from hand.



OPTION 6 —

BUILD THEN COLLECT A MATCHING LOOSE CARD:

A player may work on their own and/or partner's stake, then use the one card from hand to collect a matching loose card from the table.



**Once you add to an opponent's stake,
you must collect that opponent's stake on that turn.**





STARTING A NEW STAKE

- ♠ A player may start a new stake only if they do not already own an active stake.
- ♠ Use exactly one card from hand together with loose cards already on the table.
- ♠ Do not use cards from an opponent's collected pile to start the initial stake.
- ♠ The player creating the stake must keep the matching collecting card in hand.
- ♠ The smaller-value card is placed on top of the bigger-value card when building the combination.

EXAMPLE

Loose card
on table:



Cards in hand:



Play the 4
onto the 3.



$3 + 4 = 7$.

Keep the 7 in
hand to collect
the stake later.



ONE ACTIVE STAKE PER PLAYER.



BUILDING, LAYERS & LOCKING



OVERVIEW

Stakes can be built, layered and locked by adding valid combinations of the same value.



RULES

1. A stake may be built by adding valid combinations equal to the same stake value.
2. The smaller-value card is placed on top of the bigger-value card in each combination layer.
3. The first combination creates the first layer of the stake.
4. When another valid combination of the same value is added, the stake becomes locked.
5. A locked stake may no longer be increased into a different value.
6. An unlocked stake may still be changed by an opponent if the rules allow.



EXAMPLE

First layer:

$$3 + 4 = 7$$



Second layer:

$$2 + 5 = 7$$



Locked stake:

$$7 + 7 = 14$$



Two valid layers of the same value lock the stake.

USING AN OPPONENT'S UNLOCKED STAKE



1. An opponent's unlocked stake may be added to form a new legal stake value.



2. An opponent's unlocked stake may also be combined into a stake value that already exists on your own stake or your partner's stake.



3. Only unlocked stakes may be changed in this way.



4. Locked stakes may not be changed into a different value.



5. The player must still make a fully legal move and use one card from hand during the turn.

EXAMPLES

EXAMPLE 1:

Opponent has an unlocked 7-stake from 3 + 4.

You add 2 to make 9, provided you hold a 9 for later collection.

OPPONENT



$$\begin{array}{|c|} \hline 7 \\ \hline \spadesuit \\ \hline \end{array} + \begin{array}{|c|} \hline 2 \\ \hline \spadesuit \\ \hline \end{array} = \begin{array}{|c|} \hline 9 \\ \hline \heartsuit \\ \hline \end{array}$$



EXAMPLE 2:

Opponent has an unlocked 5-stake.

You use 2 to combine it into your team's 7-stake.

OPPONENT



$$\begin{array}{|c|} \hline 5 \\ \hline \spadesuit \\ \hline \end{array} + \begin{array}{|c|} \hline 2 \\ \hline \clubsuit \\ \hline \end{array} = \begin{array}{|c|} \hline 7 \\ \hline \clubsuit \\ \hline \end{array}$$



Only unlocked opponent stakes may be changed or absorbed.





PARTNER ASSISTANCE & OWNERSHIP

1. A partner may help build or lock their partner's stake.
2. A partner may add valid combinations to strengthen the stake.
3. A partner may not collect a stake that belongs to their partner.
4. The owner of the stake is the player who created it or later received ownership through a legal transfer.
5. Every player must keep track of which stake belongs to which player.
6. If a player places cards onto the wrong stake or confuses stake ownership, it is a serious error.

*A partner may help build your stake,
but may never collect it.*

OWNERSHIP EXAMPLE

1. PLAYER A
OWNS A
7-STAKE



OWNER: PLAYER A

2. PARTNER HELPS
ADD $2 + 5 = 7$



3. OWNER REMAINS
PLAYER A



OWNER: PLAYER A



TOP & OWNERSHIP TRANSFER



1. TOP

The owner of a stake may place a matching card onto their own stake and say **"Top"** instead of collecting it.

Topping leaves the stake on the table.



2. OWNERSHIP TRANSFER

A partner may knock twice to request that the owner leave the stake on the table.

The current owner places the matching card onto the stake and leaves it. Ownership then transfers to the partner.

Ownership may transfer back later if the rules are still satisfied and the original owner still has another matching collecting card.

EXAMPLE:



A 7-stake is owned by Player A.



Partner knocks twice.



Player A places a 7 and leaves the stake.



Ownership changes to the partner.



NOTE:

Permitted calls: **"Top"**, two knocks, and *'For Partner'* only.





ONE-STAKE LIMIT & DOUBLE OWNERSHIP

- ① A player is normally allowed to own only one active stake at a time.
- ② If a player creates another new stake while already owning one active stake, the team loses by **Inqola (11-0)**.
- ③ One limited exception exists: a player may temporarily own two stakes through a legal ownership transfer from a partner.
- ④ If that happens, the player may work on both stakes during their next turn.
- ⑤ Before the turn ends, that player must collect and remove one of the two stakes.
- ⑥ A player may not finish the turn still owning both.



**Creating a second active stake by mistake
= Inqola (11-0).**



EXAMPLE:

Player owns 7-stake, receives partner's 10-stake through legal transfer, may form combinations on both, but must remove one by end of turn.



REBUILDING A PARTNER'S LOST STAKE

1. If an opponent collects your partner's stake, you may rebuild that stake for your partner.
2. The declaration "**For Partner**" must be used.
3. The rebuild is allowed only while your partner still holds the matching collecting card and has not used or thrown it.
4. A rebuild may use loose cards from the table or an opponent's unlocked stake, if legal.
5. The rebuilt stake belongs to the partner, not to the player rebuilding it.
6. The rebuild right ends once the partner uses or throws the matching card.

EXAMPLE FLOW

Partner's 7-stake was captured. You recreate a 7-stake and say "For Partner," provided the partner still holds a 7.



IMPORTANT NOTE

The rebuild right stays alive only while the original owner still holds the matching card.





USING OPPONENTS' COLLECTED PILES

1. A player may use exposed top cards from opponents' collected piles during a legal combination sequence.
2. A player may never use cards from their own partner's collected pile.
3. Players are not allowed to search through collected piles to see which cards follow.
4. If a player lifts or reveals cards only for information, the team loses by Inqola (**11-0**).
5. If a player takes a top card and reveals the next card, the taken card must be used in a valid move.
6. A revealed card may not be ignored or put back just for information.



EXAMPLE



Opponent's exposed 6 is used with an Ace to form 7.



Revealing the next card does not allow searching.



CAUTION

**No searching
through collected piles.**



**Lift. Don't search.
Use. Don't abuse.**



COMBINATION SEQUENCES & OPPONENT STAKE COMMITMENT



1. Once a legal combination sequence begins, the player may continue forming other valid combinations.
2. The player may work on their own stake and/or their partner's stake.
3. The player may also work on an opponent's stake only if they intend to legally collect that opponent's stake on the same turn.
4. If the player contributes to an opponent's stake, collecting that opponent's stake becomes compulsory during that turn.
5. The player must still use exactly one card from hand during the turn.



EXAMPLE:

You work on your own 7-stake and your partner's 10-stake; if you then add to an opponent's 9-stake, you must finish by collecting that 9-stake with a 9 from hand.



NOTE:



**ONCE YOU ADD TO AN OPPONENT'S STAKE,
YOU MUST COLLECT IT ON THAT SAME TURN.**





MATCHING CARDS & LAST COLLECTOR

- 1 After building legal combinations, a player may use the one card from hand to collect a matching loose card from the table.
- 2 The card collected must match exactly.
- 3 The last player to make a successful collection receives all loose cards left on the table at the end of the game.
- 4 A successful collection includes collecting a stake or collecting matching loose cards.
- 5 It does not matter who plays the final card; the last successful collector gets the remaining loose cards.

EXAMPLE

PLAYER HAND



After building combinations, player uses the 2 from hand...

LOOSE TABLE CARDS



...to collect the matching loose 2.



END-OF-GAME NOTE:

Remaining loose table cards go to the last collector.



LAST SUCCESSFUL COLLECTOR TAKES ALL LOOSE TABLE CARDS.





COMMUNICATION, SIGNALS & THINKING CARD

1 PERMITTED COMMUNICATION

During play, partners may only communicate using the following:

- ♠ “Top”
- ♠ Two knocks
- ♠ “For Partner”

2 FORBIDDEN COMMUNICATION

Partners may not discuss cards, suggest moves, show signals, point, coach, interfere, or reveal any information about the game.

Any form of illegal communication or signaling will result in an **Inqola (11-0)** against the offending team.

3 THINKING CARD

- ♠ A player may place one card face down on the table while thinking.
- ♠ They may still change their mind while the card remains face down.
- ♠ Once the card is turned up or play is fully committed, normal play rules apply.



**No communication, coaching,
or secret signals.**

4 SURRENDER

Placing down all remaining cards on the table at any time counts as surrender and loses by **Inqola (11-0)**.





SCORING & INQOLA

1 SCORING

- ♠ At the end of the game, partners combine their collected cards.
- ♠ The team with the highest number of points wins the game.
- ♠ There are 11 points in total, so the game can never end in a draw.
- ♠ Scoring categories:

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: 11 POINTS** ♠

2 INQOLA



- ♠ A final score of 11-0 is called "Inqola".
- ♠ Inqola means a very expensive "Wagon".
- ♠ An Inqola may happen through normal end-of-game scoring or through an automatic 11-0 penalty.
- ♠ The team that wins by **Inqola** receives two small wagons as a reward for an excellent and clean job.



INQOLA = 11-0



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AUTOMATIC INQOLA PENALTIES & RIGHTS NOTICE

1 AUTOMATIC INQOLA PENALTIES

If a player does any of the following, their team immediately loses by **Inqola (11-0)**:

- ♠ 1. Creates a second active stake while already owning one active stake.
- ♠ 2. Searches through an opponent's collected pile to see which cards follow.
- ♠ 3. Lifts or reveals cards only for information.
- ♠ 4. Takes a revealed card and fails to use it in a valid move.
- ♠ 5. Places a combination onto the wrong stake.
- ♠ 6. Attempts to collect a stake using the wrong card.
- ♠ 7. Communicates illegally with a partner, uses signals, coaches, interferes, or shows a move.
- ♠ 8. Places all remaining cards on the table and surrenders.



CAUTION: Once a card is revealed from an opponent's collected pile during a legal move, it **must be used** and may not be revealed just for information.

2 RIGHTS NOTICE

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INQOLA PENALTIES ARE IMMEDIATE AND FINAL.



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