

Cabo (Kaboo)

Players: 2+

Type: Comparing

Card rank: K Q J 10 9 8 7 6 5 4 3 2 A

Objective

To be the player with the lowest value of the cards in front of them by either swapping them for lesser value cards or by eliminating cards by pairing them up with cards of equal rank.

The Deal

Each player is dealt 4 cards face down from the deck Both Jokers are included. The remainder of the cards are placed face down to form the stockpile. The top card is placed face-up next to the stockpile to form a discard pile. Players arrange their cards into a square formation in front of them. Players may look at the two cards nearest to them ONLY and after memorising their rank must replace them face-down back into the square formation. Once all players have done this, the cards in front of the players may not be looked at until the end of the game or unless a special card allows it. Players should also ensure their cards remain hidden from others.

The Play

Beginning with the player to the dealer's left, in clockwise order, players do either of three things:

1. Pick a card from the *stockpile* and then may
 - a. Keep the card and place one of their own cards on the discard pile
 - b. Discard it
2. Pick a card from the *discard* pile and place one of their own cards on the discard pile
3. Call cabo

Players should keep all cards except those discarded hidden from the view of other players. If a player calls cabo, the other players each get one more turn and then everyone has to lay down their cards face up. The player with the lowest score wins.

Special Cards

If any of the following cards are discarded, the player discarding the card has the option of using the cards ability.

- **Black King: 'Look & Swap'** - Look at another player's card and then choose whether or not swap that card for one of their own.
- **Queen / Jack: 'Blind Swap'** - The player may swap one of their cards with another player's card but cannot look at it first.
- **9 / 10: 'Look at another's'** - Look at one of another's players cards.
- **7 / 8: 'Look at own'** - Look at one of your own cards

Snapping

Any time a card is discarded, players may take a card of matching rank from their own set of cards or from another player's hand and lay it on the discard pile. Only the first card layed may remain and hence players must race against each other to be the first to lay a matching card.

If a player incorrectly lays a card (i.e. they thought it was a matching card but remembered incorrectly), they must return the card to its original location and add two cards face down in front of them. Conversely if a player successfully matches on of their own cards they may remain with one fewer card for the remainder of the game. If a player matches one of an opponent's card, they can move one of their cards to the newly formed gap in the opponents formation.

Scoring

Once all players have turned over their cards, a player's score is determined as follows:

- 2-10 = Face value
- J = 11
- Q = 12
- Black Kings = 13
- Red Kings = 0
- Jokers = -1