

Cambio Cornell Variant:

Objective: Score the **lowest hand value**

Scoring:

A = 1

Card Values = Point Value

Faces = 10

Red King = -1 or -2, depends

Joker = 0

Abilities:

7-8: Look at your card

9-10: Look at someone else's card

J & Q: Blind Swap

Black King: Look and swap (look at any two cards and decide whether you want to swap them.)

How to play:

Who goes first: The person who most recently walked up the slope (or the previous winner)

(Non Cornell Version: youngest player goes first)

Each player is given 4 cards (6 if you're playing in pairs/teams)

Each player may look at half of their cards.

The top card of the draw pile is then drawn and discarded immediately; you are allowed to eliminate any of your cards if they match **

During your turn, you can draw from the deck or the top of the discard pile (You can only draw from the discard after the first turn). You can then choose to discard the card you drew or swap it for a card in your hand.

If and only if you draw a card from the deck and choose to discard it, you may choose to activate its ability. (This means if you swap a card out, that card's ability is not activated.)

The turn then moves clockwise from the starting position

Once you feel like you have the lowest score, you can call 'Cambio', which gives every player one more turn. The player who called Cambio loses their turn but, in return, is immune to any abilities.

****Elimination: Allows you to reduce your hand size by one by matching one of your cards with the one on the top of the discard pile. I.e, If the discard pile shows an 8, and you know a card is an 8 in someones hand (or your own), you can discard it from that hand and cause a hand reduction in size.**

Eliminations can happen at any point during play (including the very beginning before any cards have been drawn), as long as the card matches the top of the discard. Be careful not to incur the penalty, though.

Mechanics:

If you know someone else's card and eliminate it before they do, you give them one of the cards of your choice; **you are required to be careful in the final rounds, as a non-essential elimination could cost you the game.**

This works with any card; red kings are not safe, so if you know someone else's king, you can eliminate it and give them a card.

Penalty:

If you guess incorrectly on any elimination and you discard a card that does not match the top of the discard pile, you are forced to draw a new card face down, adding to your hand size. The card that was incorrectly eliminated is returned to the hand it came from.

Draw?

If you have a draw of points, the procedure of who wins is who was able to score X amount of points in the least amount of cards

If the tie remains, the person who called Canbio is declared the winner.

Variants:

Just like any game, the rules are only there for the base game; you can add new abilities to cards or add a new mechanic altogether.

Some examples include

- 'Super Six', where the six takes on the ability of either a 7-8 or 9-10, allowing you to gain more information on play.
- Seven deuce, where if a seven is on the top of the discard pile, you can play your deuce and remove it from the hand size.
- Card removal where at the beginning of the game some cards are removed from the deck, making it so there is not the same amount of each card.
- Red king = -1, this one is the simplest modifier and the actual rule of the true game; this changes the dynamics of most card

combos, as sitting on a red king and another card may not guarantee the win.