

# Kaboo

## (Cabo, Cairo)



2+ Players / Comparing

To have the lowest total value of cards by switching or eliminating cards in your hand

### The Deal

Each player is dealt four cards face down from the deck, including jokers. The four cards are arranged into a square, and the cards must not change position in the square during gameplay. The remaining cards are placed down to form a stockpile, and the top card turned over to form the start of the discard pile.

Players may look at the two cards nearest to them only. After all players have seen the two cards nearest to them, no player can look again at their cards until the end of the game, unless a special card is draw.

Players should ensure their cards are hidden from each other at all times.

### Gameplay

Starting from dealer's left, in clockwise order players can make one of three plays each turn:

1. Pick a card from the stockpile and either switch it for a card in the player's hand or discard it. If a special card is picked up, it can be discarded to be used (see special cards below)
2. Switch a card from the discard pile for one of their own cards
3. Call 'kaboo', if they believe they have the lowest score. In this case, play continues for a single round back to the player, although their cards must not be touched.

At any time a player can 'snap' a card of matching value in their own, or another players hand, with a card on the discard pile. Only the first card snapped is valid. If a player successfully snaps a card from their own hand, they play with one less card for the remainder of the game. If they snap an opponents card, they hand an opponent one of their own cards. An incorrect snap results in a penalty of two cards being added to the player's hand.

### Special Cards

**7 or 8:** Look at one of own cards

**9 or 10:** Look at one of another player's cards

**Queen or Jack:** 'Blind Swap' — Switch a card with another player's card without looking first

**Black King:** 'Look and Swap' — Look at another players card, and decide if to swap or not

### Scoring

**Ace** is low

**Numerical cards** are equal to their face value

**Jack** = 11

**Queen** = 12

**Black King** = 13

**Red King** = 0

**Joker** = -1

If a player calls kaboo and wins, they receive an additional -5 points.

If they and draw or worse, 5 points are added to their score.