

## KABUL

### Card Values & Actions

Joker	= -1 Point
Ace	= 1 Point
2-6	= Face Value
7, 8	= Face Value → View own card
9, 10	= Face Value → View other's card
Jack, Queen	= 10 Points → Swap cards
King ♠♣	= 10 Points → 2× View & Swap?
King ♥♦	= 0 Points

**Goal** Lowest total score

**End** First player > 100 points

1/4

## KABUL

### Gameplay

#### Setup

4 cards face-down in a square  
Look at bottom 2 cards once  
Flip first card from draw pile

#### Turn

1. Draw card from pile or discard
2. Choose: Discard, Replace or use card action

#### Smash

Same card as on discard pile?  
→ Smash your/other's card on top!  
Fastest wins · 1× per smash

#### Kabul

At ≤4 points: Call Kabul  
→ Triggers final round

2/4

## KABUL

### Detailed Rules

#### Smash Details

Can smash other players' cards too  
Give own card as replacement  
Fastest player wins  
Touching discard = valid  
Does not count as turn

#### Replace Card

Flip immediately & show  
Don't peek first!

#### Special Cases

Draw pile empty → Shuffle discard  
No cards left → Kabul (mandatory)

3/4

## KABUL

### Penalties & Rules

#### Penalties (+1 Card)

Setup: Looked at cards twice  
Wrong smash

#### Kabul Penalty

Not lowest or >4 points?  
→ Double your card count  
or  
→ Next round: 5 cards

#### Important

Kabul only callable at ≤4 points  
End: Confirmation required  
After smash: Own turn possible  
Card action = Discard + Action

#### Tie

Kabul caller wins

4/4

