

## KABUL

### Card Values & Actions

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

**Goal** Lowest total score  
**End** First player > 100 points

### 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 · 1x per smash

**Kabul**  
At ≤4 points: Call Kabul  
→ Triggers final round

1/4

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

### 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

**KABUL**

Card Game

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