

CABO – Rules

Goal: Collect low-value cards to finish the game with the lowest total score.

Setup: Shuffle the deck and deal 4 cards face down side-by-side in front of each player. Place the remaining deck face down to create the **draw pile**, and turn the top card face up next to it to form the **discard pile**. After dealing, each player may peek at **2 of their own cards** once. Once checked, card positions and order must stay fixed for the rest of the round. The first player is determined randomly for the first round. Subsequent rounds are started by the winner of the previous round (or the tied winner with the lowest total overall score).

Gameplay: Players take turns proceeding clockwise. On your turn, choose **one** of three possible actions:

1. **Take from the Discard Pile:** Draw the top card from the discard pile and swap it face-down with 1 of your cards (or a set of matching cards, see below).
2. **Draw from the Deck:** Draw the top card from the deck, look at it, and choose to: **(a)** Replace 1 of your face-down cards (or matching cards) with it. **(b)** Discard the drawn card directly onto the discard pile. **(c)** Use its action (if it is a *Choice card*) and then discard it.
3. **Call "Cabo":** If you believe you have the lowest card point total at the table, call *Cabo* (you do not draw a card). Every other player gets one final turn before the round ends.

Note on reshuffling: If the draw pile empties, leave the top card of the discard pile face-up and reshuffle the rest to create a new face-down draw pile.

Matching Cards: You may attempt to swap a 2-, 3-, or 4-of-a-kind matching set from your hand for just a single card from either pile. Success reduces your hand size down to 3, 2, or 1 card(s).

Penalty: If the cards do not match, reveal them to all players, return them to their original positions face down, discard the replacement card, and end your turn immediately.

Choice Cards (Special Actions): **Peek:** Look at 1 of your own face-down cards. **Spy:** Look at 1 card belonging to another player. **Swap:** Trade 1 of your cards with 1 card from an opponent (without looking at either card). These special abilities can **only** be triggered when drawn directly from the deck and immediately discarded. Using the ability is optional.

Points: All cards are revealed and summed up.

- **Lowest Total:** Receives **0 points** for the round.
- **Other Players:** Receive points equal to the total value of their cards.
- **Calling Cabo Penalty:** If you call *Cabo* but fail to end up with the lowest score, you receive your card sum plus **5 penalty points**.
- **Ties:** If the *Cabo* caller ties for lowest, they win the round and score **0 points**. If other players tie for lowest without the *Cabo* caller, all tied players receive **0 points**.

Kamikaze: If a player ends a round holding specifically two 12s and both 13s, that player scores 0 points and every other player receives 50 points.

Exactly 100: If a player's running total reaches exactly 100 points, their score drops down to 50 points.

Game Over: The game ends as soon as any player exceeds 100 total points. The player with the overall lowest total score wins.