

# Cabo

2-4 players

52 cards

Difficulty: Easy

Duration: Short

Have the lowest total value among your face-down cards.

## SETUP

- Deal four face-down cards to each player.
- Each player peeks at two of their cards.
- Place the deck centrally with one card face up as the discard.

## SCORING

- Cards are worth face value (Kings 13, Queens 12, Jacks 11).
- Calling Cabo incorrectly adds a 10-point penalty.

*Tip: Memorize every card you peek at and track all swaps carefully.*

## ON YOUR TURN

- Draw from the deck or discard pile.
- Swap with a face-down card or discard.
- Use special abilities from 7s through Queens.

*Cabo is a modern memory-based card game where players try to minimize the total value of their face-down cards. Through peeking, swapping, and spying, players gather information to reduce their score and call 'Cabo' when they think they have the lowest total.*

## Objective

Have the lowest total card value when the round ends by strategically swapping, peeking at, and remembering your cards.

## Setup

1. **Players:** 2 to 4 players.
2. **Deck:** A standard 52-card deck.
3. **Deal:** Each player receives four cards dealt face down in a row. Players may peek at two of their four cards before play begins. The remaining deck becomes the draw pile with one card turned face up as the discard pile.

## Gameplay

1. **Step 1:** On your turn, draw a card from either the draw pile or the discard pile.
2. **Step 2:** You may swap the drawn card with one of your face-down cards (placing the replaced card on the discard pile) or simply discard the drawn card.
3. **Step 3:** Certain card ranks grant special abilities: 7s and 8s let you peek at one of your own cards, 9s and 10s let you spy on an opponent's card, and Jacks and Queens let you swap a card with an opponent.
4. **Step 4:** When you believe you have the lowest total, you may call 'Cabo' instead of drawing. All other players get one final turn, then all cards are revealed.

## Scoring

- Number cards are worth their face value.
- Kings are worth 13, Queens 12, Jacks 11.
- Jokers (if used) are worth 0. The lowest total wins the round.
- If the player who called Cabo does not have the lowest score, they receive a penalty of 10 extra points.

## Variations

- **Kamikaze Cabo:** If your total is exactly 0, all opponents receive 50 penalty points.
- **Two-Round Peek:** Players may peek at all four cards during setup for an easier introductory game.

## Tips and Strategies

- Memorize your initial two cards and update your mental map as you swap.
- Use peek and spy abilities strategically to track both your hand and your opponents' key cards.
- Call Cabo early if you start with very low cards and have confirmed their values.

## Tips & Strategy

Keep a strong mental map of your cards. Use peek and spy powers wisely, and call Cabo before opponents can reduce their own totals.

Timing your Cabo call is crucial. Call too early and opponents may still improve, but wait too long and someone else may beat you to it.