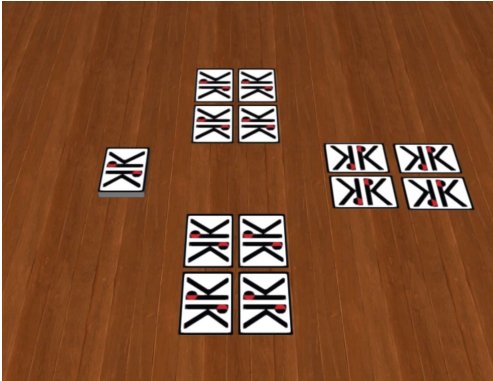


# KOMBIO RULES



## OVERVIEW:

Get the lowest score by viewing, swapping and matching cards. A game consists of multiple rounds, each player adds his/her score each round.



## SET UP:

Deal four cards, face down, to each player in a 2x2 grid.  
At the beginning of each round, players can view their bottom two cards once.

## GAMEPLAY:

For the first turn, the player left of the dealer draws a card, views it without showing anyone, and can either discard it face up or exchange it with a card from their hand, discarding the exchanged card face up next to the deck. Play continues in a clockwise direction.

For future turns, players can either draw a card without showing anyone from the deck **or discard pile** and exchange it with a card from their hand. If a player draws a card from the deck and chooses not to exchange it, they can play it directly into the discard pile allowing them to use the card's abilities. Cards must be played directly from the deck into the discard pile in order to use the abilities. Cards discarded from player's hands do not have abilities.

## ABILITY CARDS:

Certain cards allow players to view and swap cards. Ability card values start at 7 and end at 14.

**Note:** Players do not have to use the ability if they do not want to.

<p><b>LOOK AT YOUR OWN:</b></p> <p>Sevens and eights allow players to view one card in their hand.</p>		<p><b>LOOK &amp; SWAP:</b></p> <p>Thirteens allow players to view any card on the table and choose to exchange the viewed card with another card, without viewing the other card.</p>	
<p><b>LOOK AT OTHERS:</b></p> <p>Nines and tens allow players to view one card in one opponent's hand.</p>		<p><b>DOUBLE LOOK &amp; SWAP:</b></p> <p>Fourteens allow players to view any two cards on the table and choose to exchange the viewed cards.</p> <p><b>Note:</b> Swap cards can be used between any two players on the table i.e. players can swap cards between opponent's hands.</p>	
<p><b>BLIND SWAPS:</b></p> <p>Elevens and twelves allow players to swap any two cards on the table without viewing the cards.</p>			

## **MATCHING:**

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At any time in the game, regardless of turn, players can reduce the number of cards in their hands by being the first to match the last discarded card with a card from their hand or from an opponent's hand. A successful match is placing a card of the same value of the last discarded card onto the discard pile.

If you successfully match an opponent's card, you can choose a card from your hand to replace the card used to match from your opponent's hand. You may not view the card you give your opponent.

**Note:** Players can only use one physical hand and have one attempt per discarded card. An "attempt" is revealing the card enough for someone to see it.

## **INCORRECT MATCHING:**

If a player incorrectly attempts a match from their hand, they must return the card and take a penalty card from the deck and add it to their hand, without viewing the card. If a player incorrectly attempts a match from an opponent's hand, the opponent decides if the other player should take the mismatched card or return it and take a penalty card without looking.

**Note:** Incorrect attempts must be shown to the whole table.

## **CALLING "KOMBIO":**

In replacement of a turn, players can call "KOMBIO" allowing their opponent's one more turn before the round ends. The KOMBIO Caller's hand is locked from viewing, matching and swapping. Reducing your hand to zero cards is an automatic "KOMBIO" call.

**Note:** If playing 1v1, the KOMBIO Caller's hand is not locked.

## **SCORING:**

After the last turn, players reveal their cards and add up the values of their cards to get their hand score.

If the KOMBIO Caller has the lowest score, the Caller receives their hand score.

*Everyone else adds **+10 points** to their hand scores.*

If one or more players ties or beats the KOMBIO Caller, the Caller adds **+15 points** to their hand score.

*Everyone else receives their hand scores.*

## **GAME STRUCTURE:**

Play to a set number of rounds or set value. The lowest cumulative score wins.

## **ADD-ONS:**

Holding both 14's and nothing else at the end of a round is rewarded with a hand score of -15 points.

Holding one 14 and card(s) that result in a hand score of exactly 25 points is rewarded with a hand score of -10 points.

Please email [kombiocards@gmail.com](mailto:kombiocards@gmail.com) for any add-on suggestions.

*"We don't stop playing because we grow old; we grow old because we stop playing." - George Bernard Shaw*

Well...let's play KOMBIO!