

Master Kabob Chef Bobby Kababo is judging this year's Kabob Showdown and the stakes couldn't be higher! Each round Bobby will rate all of the Kabobs and award the best one with a piece of the "Golden Skewer!" The first chef to collect all 5 pieces of their skewer (and the handle) wins an apprenticeship with Bobby Kabobo!

Pieces:

- 54 card deck (52 card deck with 2 Jokers)
- 5 colored cubes for each player (The pieces of their Golden Skewer)
- 1 Golden Skewer handle (Large Cube)

Setup:

1. Deal four face down cards to each player which they will put in a row in front of them.
2. All players choose 2 of their cards and look at them.
 - a. Players should not reveal any information about their cards to the other players.
 - b. All 4 cards must stay face down.
3. Set the deck in the middle of the play area and reveal the top card to start the discard pile.
4. Choose a player to go first for the first round.
 - a. In future rounds the player with the lowest score will go first.

Gameplay Overview:

On each player's turn they will draw a card from the top of the deck or the discard pile and then decide if they want to replace one of their current cards with the new card (keeping the cards current face up or face down orientation) or if they want to discard the card to use it's power. The round ends when one player calls Kabobo! The game ends when one player has collected all 5 pieces of their skewer *and* the handle.

Goal:

Try to have the highest rated hand ("kabob") by scoring the highest total points each round. Kabobs are scored for including any combination of the following sets of cards ("recipes")

Pair/Triple/Quadruple - 2, 3 or 4 cards of the same value (ignoring suit).

Runs - 3 or 4 cards with sequential values (ignoring suit).

15 - any number of cards with values that total 15 (ignoring suit).

Flush - 4 cards of the same suit only (cards do not need to be in sequence).

Turn Actions:

Players can choose to take one of the following actions on their turn:

1. Take the top card from the face up discard pile and replace one of their current 4 cards with the still *face up* card.
 - a. The card being replaced is placed face up into the discard pile.
2. Draw the top card from the face down draw deck.

- a. If players want to keep the new card, it will replace one of their current 4 cards and remain *face down*.
 - i. The card being replaced is placed face up into the discard pile.
 - b. If players do not want to keep the card they can instead use the cards power by placing it directly into the discard pile.
3. If a player believes they have the best Kabob *at the start of their turn* they can instead end the round by calling "Kabobo!"
 - a. This is the only action the player who calls Kabobo! takes on their turn.
 - b. All other players get one more turn.

Card Powers:

Card Powers are the extra "seasoning" players use to make sure that their Kabobs are the best. Each of the 4 card suits has a different power (like the 4 major flavors).

- Card Powers can *only* be used if a player draws a card from the top of the draw deck and chooses to discard that card *instead* of adding it to their hand.
 - A card *taken* from the discard pile does not have any power (no flavor left).
 - A card played into the discard pile from normal play does not have any power.

Spades: Player secretly **Checks** the value of one of their **own** face down cards.

Clubs: Player secretly **Looks** at the value of one of their **opponents** face down cards.

Hearts: Player **Trades** one of their cards with one of their **opponents** cards.

Note: Cards involved in the Trade keep whatever orientation they previously had.

Diamonds: Player **Locks or Unlocks** a card to either protect it, or to remove protection.

- Cards that are protected with a Lock *may not be targeted* by Checks, Looks or Trades.
- A player may *only* Lock their *own* card
- A player may Unlock *any* previously Locked card - their own or an opponent's.

Note: A card is Locked by rotating it sideways, and Unlocked by rotating it back.

Card Values:

Kabobo! Uses a standard 52 card deck with 2 Jokers.

Aces are always worth 1 point.

Jacks are worth 11 points, Queens are worth 12 points and Kings are worth 13 points.

Jokers (known as "Kabobos") are worth 15 points.

All numbered cards (2-10) are scored based on their printed value (a 7 is worth 7 points, etc.).

- Each round player's hands are scored based on the 4 different sets ("Recipes") used to build their Kabobs.
 - Players can only score each set once per round, but a hand will often contain more than one set.

- Cards are scored for each set they are a part of. The key to a great Kabob is variety!
- For example if a player had the following hand - they would score 24 points.
3♦, 3♣, Q♥, 3♥ - One Triple (3+3+3=9) and One 15 (12+3=15)
- The only exception to this rule is the Kabobo (Joker) which is always worth 15 points, even if there is another group of cards worth 15.
 - If a player had the following hand - they would score 30 points!
6♦, 9♣, Joker, 3♥ - (6+9=15) *and* the Kabobo is always worth 15, the 3 is ignored.
- **Pair/Triple/Quadruple** - 2,3, or 4 cards with the same value.
 - Players score the value of the cards in the set, i.e.:
 - Pair of 4s scores (4+4=8).
 - Triple of Queens would score 36 (12+12+12=36).
 - Quadruple of 6s (6+6+6+6) scores 24).
- **Run** - A run is a set of 3 or 4 cards with sequential values.
 - Players score the value of each card in the set
 - i.e. 3,4,5 scores 12 (3+4+5=12)
- **Flush** - 4 cards that are all of the same suit.
 - Players score the value of the cards in the set
 - i.e. 2,5,6,3 which are all clubs scores 16 (2+5+6+3=16)
- **15** - Any number of cards that add to exactly 15 scores 15 points.

Game End:

When a player believes they have the best hand they may call "Kabobo!" - this signifies the end of the round.

Each other player takes one last turn.

All players reveal their hands and compare scores.

If the player who called Kabobo has the highest score - they get 2 of their cubes (representing the "golden skewer").

If the player who called Kabobo does NOT have the highest score - every other player gets 1 of their cubes.

After a player has all 5 cubes, they must win one last hand to get the large blue tile (skewer handle) and win the game.

Kabobo! Designed by Marc Kirkland and Kaylee Kirkland