

# Cazboin

Play cards, collect points, win!

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| <b>Age:</b> 12+    | <b>Play time:</b> 15-30 minutes                 |
| <b>Players:</b> 2+ | (2-4 per box, add boxes for additional players) |

## Objective

Play cards to collect points and beat your opponent. Steal their cards if you have to!

## Components

The box contains: 38 Action cards, 52 Score cards and these rules.

Add your own 6-sided die for the basic game.

## Setup

Shuffle all cards into one Deck. Determine who starts. The game proceeds clockwise. Players take turns drawing cards from the Deck until each has 4 cards.

## Game play order

Each player plays a full turn, with each turn going through the following phases:

1. The player rolls a six-sided die (the 'Power roll').
2. The number rolled is that player's Power Points Pool (PPP).
3. The player may play any card of which the Power Cost is less than or equal to the amount of Power in the PPP. The Power Cost is indicated by the number of dots on the white die icon, top middle of the card. If the player can not pay the Power cost of any card, he can not play any card and will have to try again next turn.
  - Cards that are played are put on top of the Stack of that player. Each player has his own Stack in front of him. **Note:** Sometimes an Action card may result in already played cards moving position in, or between, players' Stacks. Cards may end up on another player's Stack, but only if an Action card says to do so.
  - A card can only be played if one of its Match numbers matches one of the Match numbers on the top card of the player's Stack. Match numbers are the gray ones on the four corners of the card.
  - Cards can be Score cards or Action cards. Score cards have no text, but may have an image. All Action cards have text to explain the action.
  - Some cards trigger an effect as soon as they are played. Some cards trigger and stay in effect as long as they are the top card on the Stack.

4. Once the card is played, the PPP is decreased by the Power Cost of the card. *I.e. if you rolled 5 for Power and play a card with Power Cost 3, your remaining Power in the PPP is then 2.*
5. The player may play another card of which the Power cost is no more than what remains in the PPP.
6. When the player is done playing cards, he draws enough cards from the Deck to bring his hand total to four.
  - If there are not enough cards left in the deck, each player gets to play one more round, without drawing cards. See Final Round in Rules Clarifications section.

The next player starts their turn.

## Winning the Game

The game ends when the Deck is empty and the Final Round has been played (see rules clarification for details). The player with the most Points wins. See Scoring below on how to calculate the Points total.

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| <b>The player with the most Points wins.</b> |
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## Scoring

1. At the end of the game, count the total number of Points in a player's Stack.
  - a. Points are the golden numbers, bottom middle of the cards.
  - b. Cards may have negative Points. Subtract negative points from the Stack total.
2. Next, count the Points of cards still in the player's hand and subtract this total from the Stack total.
  - a. When counting Points in hand, ignore the minus sign (*i.e. if a player holds a 3 and a -4, the total is 7*). Example: *Alice's Stack is 3&4&5&2&-1&-2=11, her hand is 3&-4=7, so her total is 11-7=4.*
3. Then count the matching Images on cards.
  - a. Players can earn bonus Points by collecting 3 or 4 cards with the same image, such as a bear or a blender. Three of the same images are worth 2 Points, collecting all four of the same images is worth 4 Points. Add these Points to the total score.

## Ties

In case of tied scores:

1. The player with the most matching Images (bear, blender, etc.) wins. Ignore single images. *E.g. if Alice has three bears and Bob has four blenders, Bob wins. If Alice has three bears and two bicycles, and Bob has four blenders, Alice wins (2+3=5).*

2. If it is still a tie, the player with the largest set of matching Images wins (in the example above, Bob wins because he has four matching Images).
3. If it is still a tie, the player with the biggest Stack wins.
4. If this is still a tie, the player with the smallest Points amount left in hand, wins.

## Alternative dice-less game

No dice? No problem! Play the dice-less variation of the game. The rules are the same, except for using the Power pool. Players can play cards until they run out of cards, or until they can no longer match the Match symbol of the top card of the Stack. Then the next player takes his turn.

Before you begin play, remove all cards mentioning the Power roll, i.e. cards numbered 81-90.

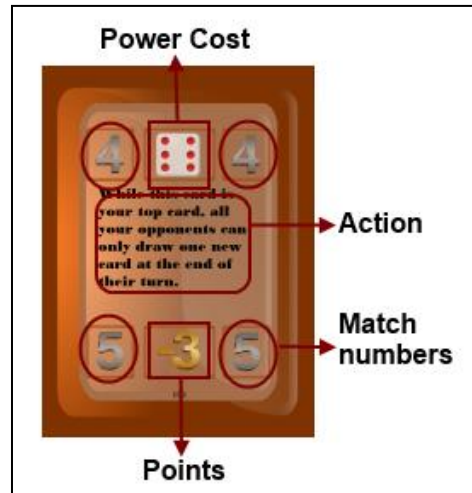
## Rules clarifications

The text on Action cards is usually self-explanatory. Some clarifications and additional rules just in case:

- **Final Round:** When a player draws cards to refill their hand, but cannot fill to 4 because the deck is empty, start the Final Round. During this round, each player gets to play from their hand, but does not refill their hand. The first player who could not fill back to four, will be the very last player to play.
  - *Example 1: Alice, Bob, and Charlie play a game. Charlie has 2 cards at the end of his turn and gets to refill his hand to 4. The Deck only has 1 card left, so Charlie cannot refill and the Final Round starts. Alice gets to play, then Bob, and then Charlie plays for the last time*
  - *Example 2: same situation, only the Deck has 2 cards left. Charlie manages to refill to 4, Alice is the first one unable to refill. Now The Final Round starts after Alice, so Bob gets to play, then Charlie, and Alice finishes the game.*
- **Match Numbers:** Each card has four indicators of Match numbers, the four gray numbers in the four corners of the card. Note: sometimes a Match number may be repeated, so there are less than 4 different Match numbers. If a player can not play any cards at all because no cards in hand have matching numbers with the top card on their stack, the player shows their hand to their opponents for verification, shuffles the cards into the Deck and draws an equal amount of new cards as their new hand. This concludes their turn. *E.g. a top card on Stack may have the Match numbers 2-2-5-6. Any card being played must have at least one of its Match numbers in common with that top card. Any card that has 2, 5, or 6 as one of its Match numbers can be played. So a card with Match numbers 1-3-3-5 may be played (the 5 is a match), but 1-3-3-4 may not (none match).*

- **Opponent vs opponents:** If a card says ("an") *opponent*, the player who plays the card picks which opponent is affected by the card. If a card says ("all") *opponents*, it means the card affects everybody in the game, except the player who plays the card.
- **Stack:** Each player has his own Stack (set of cards previously played). Cards being played have to match any of the Match values of the top card of the Stack.

## Card and game play examples



## Credits

Idea & rules: R2B2DroidDev  
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## More information

Additional rules and contact information can be found online, at <http://www.r2b2droiddev.com/>

Dedicated to SV, who always believes in me. Amazingly.