

CANASTA

It is played using two English-style decks of 52 cards, plus 2 jokers or JOKER in each one.

Deck of cards. In addition to the four wild cards, the eight

Twelve. (The numbers three have a special use in this game, which will be explained later.)

It can be played between two or more players, up to a maximum of six: but the most interesting and The most accepted is four players playing as a partner.

The two decks are distributed and each player takes a card. The two players who have

The highest cards play against those with the lowest cards, with the "hand player" being the one

He drew the highest card, which chooses the place, and his partner sat in front of him.

The player in front of the "hand" deals the cards one at a time, until completing 11 cards at a time. each player, turning over the top card of the deck, which will be revealed on the table, that starts the well.

If this card were a joker-joker, a joker two, a black three or athree red, will become the next card in the deck, placing it on top of the previous one that started the well.

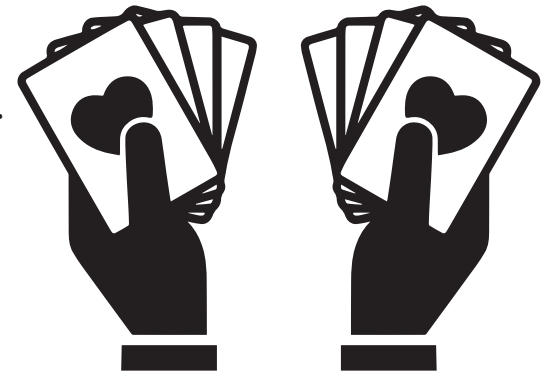
PURPOSE AND OBJECTIVE OF THE GAME

It consists of getting rid of the cards you have in your hand, exposing them in minimum combinations of three cards of equal numerical value, to form combinations of seven cards (BASKET) and reach before the opponents, in several partial games, the A minimum of 5000 points is required to win a game.

To perform the WELL for the first time it is necessary:

1. Have in your hand two identical cards (without jokers) to the top one in the well.
2. That the value of the cards to be exposed for the first time in one or more combinations reaches the initial valuation, being able to count on the value of the top card in the pot. It is enough that Only one player from each pair of teammates meets these conditions.

For a player to finish a game it is necessary that in the common game exposed between him and his companion, there is at least one finished Basket, being able to display then the cards remaining in your hand in one or more combinations or in the cards already exposed, ending the game with no cards in hand. If you had one left without combining, you can also end the game by discarding it.



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