



CANASTA

— INSTRUCTIONS —



SECRETS TO WIN CANASTA GAME

Canasta is a fun game for everybody. Your goal is to achieve the highest number of points (First team to have 5000 points wins the game). You score points by melding cards and making as many canastas as possible. A canasta is a meld of at least seven cards with the same ranks. It is a great game for small groups of people since an entire game may last up to an hour. You will need 2 standard decks of 52 cards plus 4 jokers for a total of 108 cards. Canasta is also known as Hand and Foot game. Throughout time it has evolved into different variations with different house rules.

ALL 7S CANASTA CARD GAME SET INCLUDES

- ♠♥ 2 full deck of All7s Canasta Cards
- ♠♥ Rotating card tray
- ♠♥ Score sheet



PLAYERS: 4

Important Terms to remember:

- ♣♥ **Meld/s** - combination of three or more cards of the same rank. For a meld to be effective, all the cards in it should be of the same rank but they don't have to be in the same suit. A meld of seven cards is called a Canasta.
- ♣♥ **Wild Cards** - Jokers and deuces (twos). These can be melded only with natural cards becoming the card with the same rank. These cards are used to make dirty canasta.
- ♣♥ **Clean/red/pure canasta** - They all mean the same! It refers to any seven cards of any kind (ex. seven queens or seven aces) without using the wild cards. A clean canasta is worth 500 points.
- ♣♥ **Dirty/black/impure canasta** - A canasta made by using wild cards. Using wild cards to make canasta reduces the value of points that you can get but helps you create more canasta. Dirty canasta is worth 300 points.
- ♣♥ **Suit** - Clubs ♣, Diamonds ♦, Hearts ♥ and Spades ♠
- ♣♥ **Red threes** - These card has a value of 100 points. The main goal of these cards is to raise the value of pure/clean canasta from 500 to 600 points after it has been closed. Red three may be added to any closed clean canasta at any time during the game. Only one red three per clean canasta.
- ♣♥ **Black threes** - These cards are used as block cards. Placed in the discard piles, they prevent the next player from picking up or drawing from the discard pile. Black threes can only be played in melds when players are going out of the game.
- ♣♥ **Going out** - The player may get out of the game when there are no more cards left in their hand. This is worth 100 points.

POINT VALUES

CARDS	POINT VALUE	HOW THE CARDS ARE USED
2	20 Points	Wild cards builds "Dirty" canasta
Joker	50 Points	Wild cards builds "Dirty" canasta
4-5-6-7	5 Points	Building Canasta
8-9-10	10 Points	Building Canasta
Aces	20 Points	Building Canasta
Red 3s	No face value	Adds 100 points to clean canasta
black 3s	5 Points	Used for "safe discard", not to be used to build canasta

SCORING

- ♣♥ ♦♠ Natural Canasta 500
- ♣♥ ♦♠ Mixed Canasta 300
- ♣♥ ♦♠ Red three 100 (all four red threes count 800)
- ♣♥ ♦♠ Going out 100
- ♣♥ ♦♠ Going out concealed (extra) 100



TIME TO PLAY !

- ♣♥
♦♠ Players sit across their temmate's place. The first hand is dealt by the player to the right of the person who drew the highest card.
- ♣♥
♦♠ Each player will have 11 cards dealt facedown. The movement of the card must be clockwise starting with the player to the left.
- ♣♥
♦♠ The rest of the cards are placed in the card tray, becoming the draw pile. The top card will be drawn face up beside the deck to start the discard pile.
- ♣♥
♦♠ Jokers and 2s are Wild cards. Wild cards can be melded with natural cards.
- ♣♥
♦♠ There can only be one wild card in for every two natural cards in a meld. Once a wild card is melded it cannot be moved.
- ♣♥
♦♠ If a player has a red 3 at hand at the start of their turn, they must place it face up on the table. Then they will draw a replacement card. Any player that gets a red 3 from the draw pile must do the same.
- ♣♥
♦♠ If the player takes a red 3 from the discard pile, it must be placed face up on the table but must not draw a replacement from the pile.
- ♣♥
♦♠ The player to the left of the dealer begins and turns will continue moving clockwise in this order:

DRAW

MELD (OPTIONAL)

DISCARD

- ♣♥
♦♠ If a player has a red 3 at hand, they must lay it at the start of their turn and continue to draw cards from the pile.
- ♣♥
♦♠ Players can take the entire discard pile, but they must instantly play a meld using the top card.
- ♣♥
♦♠ The discard pile will be frozen when a wild card is the top card. Discard card is placed horizontally in the pile to indicate freeze.
- ♣♥
♦♠ At least one natural card must be discarded in the pile for the pile to be taken. A player can only take the pile when they have melded the top card with two or more natural cards from their cards on hand.

GOING OUT

- ♣♥
♦♠ A player can go out of the game, when they no longer have any cards.
- ♣♥
♦♠ One partner must have at least 1 canasta in order to go out. The turn of the player ends.
- ♣♥
♦♠ A player does not need to discard when going out of the game.
- ♣♥
♦♠ The team's score is the sum of their melded cards (including bonuses) minus the values of the remaining cards at hand. The total score may be negative.





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