

The RULES of SAMBOLA

Rules of the 4-Player & 6-Player Games

Jonola © is a special variation of Canasta in which you make Canastas = Sets of 7 cards of the same value.

Samba is another variation of Canasta in which Sambas are also allowed = Sets of 7 cards of the same suit in sequence.

Sambola is the combination of these two games.

Main features:

- 3 packs with 9 Jokers.
- You cannot discard Jokers.
- Only pick-up 5 cards from the Discard Pile.
- You can make 'Red' and 'Black' Canastas.
- You can make 'Red' and 'Black' Sambas.
- 2 'Red' and 1 'Black' sets are required to Go Out.

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The Aim	To make the required sets (Canastas and /or Sambas) and Go Out by tabling all the cards in your hand. To accumulate points so your team reaches the Winning Score.
Teams	Alternate players form a team. 4 players form 2 teams of 2. (6 players form 2 teams of 3.) Team 1 = Players 1 & 3 (& 5). Team 2 = Players 2 & 4 (& 6).
Definitions	<u>Cards</u> : Fours to Aces are 'natural' cards. 2s and Jokers are 'wild' cards. Wild cards may take the place of any other card. Red and Black 3s are special cards. (See Twos, Jokers, Red 3s and Black 3s, below.) <u>Meld</u> : A Meld is 3 or more cards to which other cards may be added to form a Set. (See Melds, below.) Tabling a Meld is called "Melding". If a team has tabled their Initial Meld the team has "Melded". <u>Set</u> : A Canasta is a set of 7 cards of the same value. A Samba is a set of 7 cards of the same suit in sequence. (See below for details of the 2 types of Canasta and Samba.)
The Pack	3 packs + 9 Jokers. (3 packs + 6 Jokers may also be used.)
The Deal	The Dealer may be nominated by the players or selected by each player drawing a card from the stack. The player who draws the highest face value card becomes the Dealer. (If more than one player draws the same face value card, they redraw until one player has the highest face value card.) 15 cards are dealt to each player, one card at a time around the table. The player on the left of the dealer deals the cards for the next game.
Deal Bonus	No bonus points for dealing the exact amount of cards.
The Piles	After the deal, three piles are formed: 2 Pick-up Piles (cards face down) and 1 Discard Pile (cards face up). After the deal, the top card of the stack of cards in the dealer's hand is turned face-up to form the Discard Pile. (If this card is a 2, Joker, Red 3 or Black 3, keep turning up cards from the stack until a natural card is on top of the Discard Pile. 2s, Jokers and Red 3s 'freeze' the Discard Pile. See 'Frozen' Discard Pile, below. A Black 3 doesn't 'freeze' the pile. It is just covered by a natural card.) The remaining cards in the stack are split into two piles about the same size to form the 2 Pick-up Piles on either side of the Discard Pile. (The Pick-up Piles must not be re-split during the game if one pile is getting low in cards. See Pick-up, below.)
'Frozen' Discard Pile	If there is a 2 in the Discard Pile, the pile is 'frozen'. The 2s are placed at right angles to the other cards to signify this. (When the Discard Pile is first formed at the end of the deal, a Joker or Red 3 also 'freezes' the pile. They are also placed at right-angles to the other cards.) All cards that have 'frozen' the Discard Pile must be taken before the pile is 'un-frozen'. (The terms 'crossed' and 'un-crossed' are sometimes used in place of 'frozen' and 'un-frozen'.)
'Blocked' Discard Pile	If the top card of the Discard Pile is a 2 or a Black 3, the Discard Pile is 'blocked'. (See also Special Discard, below.)
Begin your turn Pick-up	Begin your turn by taking the top card of each Pick-up Pile or, if you qualify, the top card of the Discard Pile. (If one Pick-up Pile has run out of cards, take 2 cards from the remaining pile.) (See how to qualify, below.) You may then place the cards from the Pick-up Pile in your hand or combine them with cards in your hand to form and table new melds, to add to tabled melds or, if natural cards, to add to completed Canastas. If your team has not melded, you may not access the Discard Pile unless you are forming your team's first or Initial Meld. Special conditions apply for the Initial Meld. (See Melds and The Initial Meld, below.) The top card of the Discard Pile must be tabled by being combined with the qualifying cards to form a new meld or to add to a tabled meld, or by being added individually to a tabled meld. (See how to qualify, below.) You cannot add wild cards to completed Canastas. You cannot add cards to completed Sambas. After you have decided to table or not table cards, you complete your turn. (See Complete your turn, below.)

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To qualify to pick-up from the Discard Pile	If the Discard Pile is ‘blocked’, you must take cards from the Pick-up Piles. To qualify to pick-up the top card of an ‘un-frozen’ Discard Pile you must have: <ul style="list-style-type: none"> a) A matching meld on the table, or b) At least a pair of matching natural cards in your hand – to form a new Canasta meld, or c) At least 1 matching natural card and 1 wild card in your hand – to form a new Canasta meld, or d) At least 1 matching natural card of the same suit in sequence and 1 wild card in your hand – to form a new Samba meld, or e) At least 2 matching natural cards of the same suit in sequence in your hand – to form a new Samba meld. You cannot add the top card to a completed Canasta or Samba. To qualify to pick-up the top card of a ‘frozen’ Discard Pile or to pick-up the top card for your Initial Meld, you must have: <ul style="list-style-type: none"> a) At least a pair of matching natural cards in your hand – to form a new Canasta meld or add to a matching Canasta meld on the table, or b) At least 2 matching natural cards of the same suit in sequence in your hand – to form a new Samba meld or add to a matching Samba meld on the table. If by adding the cards to a matching Samba meld on the table, the total exceeds 7 cards, the cards must be tabled as a separate Samba meld. (A Samba can only contain 7 cards and Samba melds of the same suit cannot be combined.). Wild cards cannot be used to qualify if the Discard Pile is ‘frozen’. You may look at the top 5 cards of the Discard Pile before deciding to take the top card. You must table the qualifying cards before picking up from the Discard Pile to show other players that you qualify.																	
	Melding from the Discard Pile If you melded with the top card of the Discard Pile, you must pick-up another 4 cards from the pile. (If there are less than 4 cards left in the Pile, you take them all.) Show the other players these 4 cards. These cards may be kept in your hand or combined with other cards in your hand to form and table new melds, to add to tabled melds or, if natural cards, to add to completed Canastas. The 4 cards cannot be used as part of your team’s Initial Meld. (See Melds and The Initial Meld, below.)																	
	The top card of the Discard Pile must be tabled in a meld and cannot be added to a completed Canasta or Samba.																	
	Complete your turn Complete your turn by placing one card on the top of the Discard Pile. This is called “Discarding”. 2s and Black 3s ‘block’ the Discard Pile. Place the 2 at right angles to indicate that the pile is also ‘frozen’. (See ‘Blocked’ Discard Pile and ‘Frozen’ Discard Pile, above, and Special Discard, below.) The player on your left may now begin their turn. You may also complete your turn by Going Out. (See Going Out, below.)																	
	The Initial Meld A team ‘melds’ when one member tables one or more melds to form the first or Initial Meld by satisfying the minimum Card Points required. (See Initial Meld Points and Card Points, below.) Bonus Points (see Scoring, below) do not count towards the initial meld minimum points. You may form the Initial Meld of your team with cards from your hand and/or the top card of the Discard Pile, if you qualify to pick it up with at least a pair of matching natural cards or 2 matching natural cards of the same suit in sequence from your hand. The other 4 cards taken from the Discard Pile must not be used in the Initial Meld.																	
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center; padding: 2px;">Initial Meld Points</th> <th style="text-align: center; padding: 2px;">Progressive Team Score</th> <th style="text-align: center; padding: 2px;">Initial Meld Minimum Card Points</th> </tr> </thead> <tbody> <tr> <td style="text-align: center; padding: 2px;">1</td> <td style="text-align: center; padding: 2px;">Negative</td> <td style="text-align: center; padding: 2px;">15</td> </tr> <tr> <td style="text-align: center; padding: 2px;">2</td> <td style="text-align: center; padding: 2px;">0 – 1495</td> <td style="text-align: center; padding: 2px;">50</td> </tr> <tr> <td style="text-align: center; padding: 2px;">3</td> <td style="text-align: center; padding: 2px;">1500 – 2995</td> <td style="text-align: center; padding: 2px;">90</td> </tr> <tr> <td style="text-align: center; padding: 2px;">4</td> <td style="text-align: center; padding: 2px;">3000 – 6995</td> <td style="text-align: center; padding: 2px;">120</td> </tr> <tr> <td style="text-align: center; padding: 2px;">5</td> <td style="text-align: center; padding: 2px;">7000 – 9995</td> <td style="text-align: center; padding: 2px;">150</td> </tr> </tbody> </table>	Initial Meld Points	Progressive Team Score	Initial Meld Minimum Card Points	1	Negative	15	2	0 – 1495	50	3	1500 – 2995	90	4	3000 – 6995	120	5	7000 – 9995
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1	Negative	15																
2	0 – 1495	50																
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4	3000 – 6995	120																
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Card Points Black 3s, 4s – 7s = 5 points. 8s – Kings = 10 points. 2s & Aces = 20 points. Jokers = 50 points.																		
Melds Canasta melds: <ul style="list-style-type: none"> • 3 or more natural cards of the same value, to start a Canasta. • 2 or more natural cards of the same value + <u>1, 2 or 3 wild cards</u>, to start a ‘Black’ Canasta. Samba melds: <ul style="list-style-type: none"> • A sequence of 3 or more cards of the same suit, to start a Samba. • A sequence of 2 or more cards of the same suit + <u>1 wild card</u>, to start a ‘Black’ Samba. The melds of the members of a team are grouped together. Canasta melds of the same card value, if tabled separately, are combined to form one meld. Only after a Canasta has been completed can another Canasta meld of the same card value be started by the same team. More than one Samba meld of the same suit is allowed, however they cannot be combined.																		

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Going Out	<p>A team Goes Out when one member tables all their cards. To Go Out, your team must satisfy the <u>minimum requirement</u> of 2 ‘Red’ Canastas or Sambas and 1 ‘Black’ Canasta or Samba. These may be completed and tabled prior to or during your turn.</p> <p>Ask your team partner(s), “May I go out?” If you receive a positive reply from all partners, you may Go Out. You then table all your cards or discard one card and table the rest. The game then ends and each team’s game score is calculated.</p> <p>(Remember you cannot add wild cards to completed Canastas and you cannot add cards to completed Sambas. Black 3s can be tabled when Going Out. See Black 3s, below.)</p> <p>If one partner says, “No”, you may not Go Out. You then discard one card and retain at least one card in your hand. (You may have to retrieve cards just tabled to do this.) The game then continues.</p>	
Going Out Bonus	<p>200 Bonus Points are awarded to the team that Goes Out.</p> <p>If both Pick-up Piles are exhausted and the player, whose turn it is next, does not qualify to pick up the top card of the Discard Pile, play ends. In this case no team receives the Going Out Bonus.</p>	
Game Score	<p>Basic: The sum of all the team’s Bonus Points for completed Canastas and Sambas, Red 3s and Going Out.</p> <p>Melds: The Card Points of tabled melds and sets minus the Cards Points of cards held in the hand by the team.</p> <p>Game Score = Basic + Melds.</p>	
Winning Score	10,000 points. The team with the higher score, above 10,000 points, wins.	
Impure or ‘Black’ Canasta	<p>A set of at least 7 cards of the same value, including a wild card. (Minimum of 4 natural cards of the same value and a maximum of 3 wild cards.)</p>	300 Bonus Points
Pure or ‘Red’ Canasta	<p>A set of at least 7 natural cards of the same value.</p>	500 Bonus Points
Impure or ‘Black’ Samba	<p>A set of <u>exactly</u> 6 natural cards of the same suit in sequence in the range from 4 to Ace + 1 wild card. (Once a Samba is completed, it is placed face-down and cannot be added to.)</p>	700 Bonus Points
Pure or ‘Red’ Samba	<p>A set of <u>exactly</u> 7 natural cards of the same suit in sequence in the range from 4 to Ace. (Once a Samba is completed, it is placed face-down and cannot be added to.)</p>	1000 Bonus Points
Twos	<p>Twos are ‘wild’ cards and may take the place of any other card in a meld. (Once melded they may not be replaced by a natural card.) When a 2 is discarded it blocks and “freezes” the Discard Pile and is placed at right angles to the other cards to signify this. (See ‘Blocked’ Discard Pile, above.)</p>	
Jokers	<p>Jokers are ‘wild’ cards and may take the place of any other card in a meld. (Once melded they may not be replaced by a natural card.) <u>Jokers cannot be discarded.</u> They ‘freeze’ the Discard Pile when it is first formed at the end of the Deal or when turned-up during a Special Discard. (See The Deal, above.)</p> <p><u>Only Jokers left in your hand:</u> If you only have Jokers in your hand but have just tabled some natural cards or 2s, you must retrieve at least one of them so that you are able to discard. If you only have Jokers if your hand and have not tabled any natural cards or 2s, you must perform the Special Discard.</p>	
Special Discard	<p><u>Special Discard:</u> Reveal your hand to the players then select 1 card from a Pick-up Pile and place it on the Discard Pile. If this card is a 2, Joker or Red 3 it is placed at right angles and the pile is ‘blocked’ and ‘frozen’ until the card is lifted during play.</p>	
Red 3s	<p>Red 3s are bonus cards. They are tabled and cannot be used in melds or as a discard. They ‘freeze’ the Discard Pile when it is first formed at the end of the Deal or when turned-up during a Special Discard. (See The Deal and ‘Blocked’ Discard Pile, above.)</p> <p>If you receive a Red 3 in the deal, you must table it at the start of your first turn and replace it with the top card from a Pick-up Pile. If you receive a Red 3 when picking up from a Pick-up Pile, you table it, and take another card from the top of the same Pick-up Pile to replace it. If you receive a Red 3 when picking up from the Discard Pile, you table it, but do <u>not</u> replace it with another card.</p> <p>The Red 3s score 100 Bonus Points each. There are six Red 3s in total. If the team has all six Red 3s, the Red 3s score a total of 1200 Bonus Points. If a team has not melded, the Red 3s score is still <u>positive</u>.</p>	
Black 3s	<p>Black 3s are ‘blocking’ cards. (Refer to ‘Blocked’ Discard Pile, above.)</p> <p>Black 3s may only be tabled when Going Out by making a new Canasta or Samba set or adding to a tabled Samba set, as follows:</p> <p>The new Canasta set must be three or more Black 3s. The new Samba set must be three or more cards of the same suit in sequence 3-4-5, etc. (No wild cards are allowed in these new sets.)</p> <p>A Black 3 can be added to a tabled Samba set of the same suit that starts with a 4. (The 4 may be a wild card.) If the Black 3 is the 7th card of the sequence, the set becomes a Samba.</p> <p>Note that a Samba must only contain 7 cards. Black 3s cannot be added to a completed Samba.</p>	
Variation	‘Black’ Sambas score 1000 and ‘Red’ Sambas score 1500 Bonus Points, per the original game of Samba.	