

Canasta

CALIENTE®

2 TO 6 PLAYERS / ADULTS

Contents: 110 Cards

Welcome to CANASTA CALIENTE®.

Your game includes 108 Canasta cards as well as 2 special CANASTA CALIENTE cards. You can play Classic Canasta with this deck or, by adding the 2 Caliente cards, you can play a unique variation of the game.

CLASSIC CANASTA RULES FOR 4 PLAYERS

Four players partner into 2 teams. Partners sit opposite each other. You'll find the rules for the 2, 3, 5 and 6-player games on the reverse side. The rules vary slightly for these games

OBJECT

Score points by laying down and adding to sets of cards. The first team to score 5,000 points wins. If both teams reach 5,000 points on the same round, the team with the higher score wins. It usually takes a few rounds to do this.

OVERVIEW

You are dealt a hand of cards before each round. On your turn, you first draw a new card from the draw pile or take the top card (called the *Up card*) from the Prize pile (the *discards*). (If you take the *Up card* you must play it immediately and as a bonus you get to pick up the entire Prize pile.)

Once you have drawn a card or taken the *Up card*, you may then play sets of cards faceup on the table (this is called "making a meld" or "melding"). Sets are three or more cards of the same rank, such as four Kings, six Fives or three Sevens. Sequences, like 5-6-7, are NOT permitted. You may also add to your sets or your partner's sets already played.

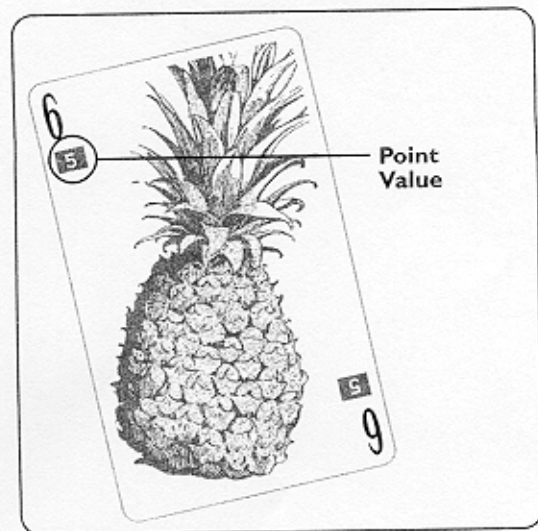
To end your turn, you must discard one card to the Prize pile.

You end the round (go out) by playing your last card.

IMPORTANT: You'll need at least one set of seven or more cards (called a *Canasta*) in order to go out.

THE CARDS

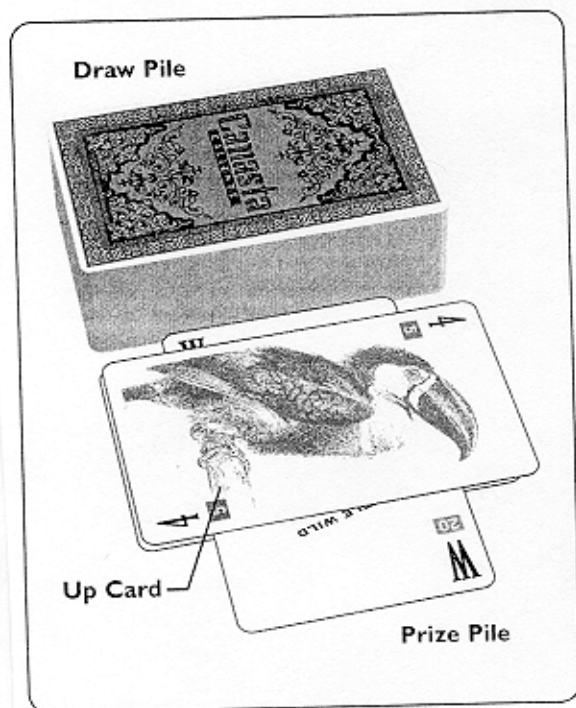
There are 108 cards in play. Remove the 4 Scoring cards, the 2 promotional cards, and the 2 Caliente cards. Caliente cards are used only when playing the Caliente variation described on the reverse side. Each card's point value is found on the card itself.



- **Natural cards:** There are 88 Natural cards (eight of each rank: 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace).
- **Wild cards:** There are 12 Wild cards – eight "Little" and four "Big." The only difference between the two types is their scoring value. These are used when making sets and have a special power when discarded – Wild cards FREEZE the Prize pile. You'll learn more about the Prize pile later.
- **Bonus cards:** There are 4 Bonus cards. Bonus cards are placed faceup on the table immediately upon being drawn.
- **Stop cards:** There are 4 Stop cards. Stop cards may be discarded to prevent the next player from taking the Prize pile.
- **Scoring cards** are only for reference when totaling scores.

THE DEAL

Choose a dealer. The dealer shuffles and deals 11 cards to each player. Players hold their cards in hand. If a player is dealt a Bonus card(s), it must be played immediately and replacement card(s) drawn (see *Playing Bonus Cards*). Place the remaining deck facedown to form the Draw pile. Turn over the top card and place it faceup next to the Draw pile. This card, called the Up card, is the start of the Prize pile. If the Up card happens to be a Wild card or a Bonus card, turn it sideways (to indicate the Prize pile is frozen – see **Wild cards**), then turn over the next card from the Draw pile and place it on top of the Prize pile. Keep turning over cards until a Natural card tops the Prize pile.



THE PLAY

The player to the left of the dealer plays first. Then, play passes to the left. Play continues until one player plays or discards the last card in hand and goes out. Remember: You do not need to discard a card in order to go out but your team does need to have at least one set of seven or more cards (*a Canasta*).

1. To begin your turn, draw the top card from the Draw pile or the Up card from the Prize pile. If you took the Up card, you must play it immediately and then must pick up the entire Prize pile (see **Taking The Prize Pile**).
2. Next, you may meld cards (required if you took the top card from the Prize pile). There are special requirements when making your first meld(s) (see **Making Melds**).
3. To end your turn, you must discard one card faceup on top of the Prize pile.

DRAWING

You may either take the top card from the Draw pile or the Up card from the Prize pile.

Drawing the top card from the Draw pile has no special rules. However, taking the Up card from the Prize pile (and then taking the whole Prize pile) is a little more complicated.

TAKING THE PRIZE PILE

If you wish to take the Prize pile, you must first pick up the Up card and meld it immediately. Taking the Prize pile is easiest when the pile is not frozen. It's tougher when the Prize pile is frozen and/or before your team has made its first meld. **IMPORTANT:** The Prize pile is frozen if someone has discarded a Wild card to it (see **Discarding**, on the reverse side). If no Wild card is currently in the Prize pile the pile is unfrozen.

Taking the Up card before your team has made its first meld:

You may take the Up card ONLY if:

- You combine it with two or more Natural cards from your hand to meld a set of at least three cards, and ...
- You meld enough other cards to meet the first meld requirement.

NOTE: You cannot use other cards in the Prize pile towards your first meld requirement (See Making Melds).

Taking the UNFROZEN Up card after your team has made its first meld:

You may take the Up card if:

- You can use it in a new set of 3 or more cards by combining it with a pair of cards of its rank from your hand (one can be a Wild card), or...
- You add it to one of your team's existing sets.

Taking the FROZEN Up card after your team has made its first meld:

You may take the Up card ONLY if:

- You combine it with two or more Natural cards from your hand to meld a Natural Set. This new set may be of the same rank as a set your team already has in play. In this case, combine the two sets after you meld the new one.



It's your turn and the Prize pile is frozen. The Up card is a 7. You have several cards in hand, including two 7s. You take the Up card, combine it with the two 7s from your hand, and meld a Natural Set of 7s. Then you claim the entire Prize pile! If you already had a set of 7s in play, you would combine this new set with the old to make a set of six or more 7s.

NOTE: When the Prize pile is frozen, Wild cards cannot be used to form a new set with the Up card, nor may you add the Up card to an existing set, like you can when the pile is unfrozen.

After drawing and playing the Up card, you must then take the entire Prize pile and add it to your hand. You may immediately meld some or all of these cards to form new sets or add cards to your team's existing sets. This is an exciting feature of Canasta; you'll want to take the Prize pile often if you can.

MAKING MELDS

Melds are sets of three or more cards of the same rank played to the table. The act of doing this is called "melding". These sets score points at the end of the hand. Once a set is on the table, you (or your partner) may add cards of equal rank or Wild cards to them, expanding them and increasing their value. You and your partner do not keep separate sets; rather one partner keeps all of the team's sets. Combine all cards of the same rank that either you or your partner melds.

There are special requirements to making your first meld, depending on your team's current score.

FIRST MELD REQUIREMENT

A team's first meld(s) can be laid down by either member of the team. Cards cannot be combined to make this first meld but once played, cards can be added to it by either player. A team's first meld(s) must be worth at least a specific number of points, depending on your team's score at the beginning of the hand:

Current score:	Minimum first meld:
0 to 1495 points (start of game)	50 points
1500 to 2995 points	90 points
3000 or more points	120 points
Negative points (rare)	any 3-card set

Note: Bonus cards do not count towards your first meld requirement.

First Meld Example

A Natural set of 7's and a Mixed set of 10's



You need 50 points to make your first meld requirement on your first hand. You meld these two sets, worth a total of 55 points, to get your team into the game.

Making Future Melds

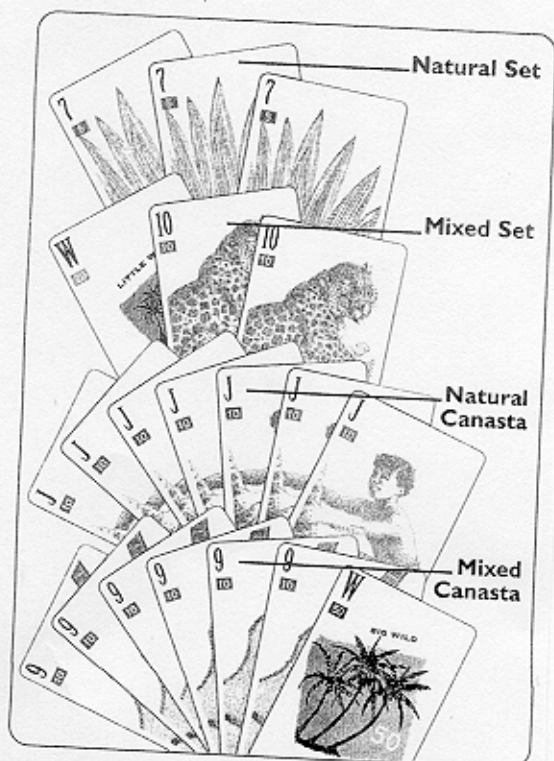
After your first meld has been played, future melds can be added whenever you have a set. Also, you or your partner can add to sets already played by your team.

Using Wild Cards in Melds

A Wild card can be added to any set, but a set must always have more Natural cards than Wild cards. For example, you may have only one Wild card in a set of four cards. Once melded, a Wild card cannot be moved to a different set. Wild cards can never be melded in a set of their own.

CARD MELDS

- **Natural Set:** a set of three or more Natural cards of the same rank. For example, three 4s.
- **Mixed Set:** a set that includes Wild cards. A set must always have more Natural cards than Wild cards.
- **Canasta:** a set of seven or more cards. At least one Canasta is required before your team can go out.
- **Natural Canasta:** a Canasta which does not contain any Wild cards. A Natural Canasta earns a bonus of 500 points.
- **Mixed Canasta:** a Canasta which does contain at least one Wild card. A Mixed Canasta earns a bonus of 300 points.



DISCARDING

End your turn by discarding one card from your hand on top of the Prize pile.

- Nothing special occurs when you discard a Natural card.
- Discarding a Stop card prevents the next player from taking the Prize pile.
- Discarding a Wild card freezes the entire Prize pile including the Up card. To show that the pile is frozen, place the discarded Wild card at a right angle on the pile, so it is visible after subsequent cards are discarded. Freezing the Prize pile limits any player's ability to take the pile, making it harder for your opponents to get to the cards they want.

Bonus Cards

If you draw a Bonus card (or if you are dealt one), place it faceup near your team's melds, and immediately draw a replacement card. If you forget to play a Bonus card, you may do so on a subsequent turn and draw a replacement card at that time. If you forget to play a Bonus card when the hand ends, you are penalized 100 points for each Bonus card in hand.

- You may never discard a Bonus card. The only way a Bonus card can get into the Prize pile is if it was turned up at the beginning of the hand.
- If you take the initial Prize pile and it contains a Bonus card, play it immediately. Do not draw a replacement card.
- Bonus cards do not count towards your initial meld requirement.

Stop Cards

- Discarding a Stop card prevents the next player from taking the Prize pile. (*Stop cards are not turned sideways in the pile.*)
- You cannot meld Stop cards except when going out, and then you must meld three or four of them. Wild cards cannot be added to a set of Stop cards. (*If you have just one or two Stop cards, you'll need to discard them on separate turns before going out.*)

GOING OUT

Once your team has at least one Canasta, either you or your partner may go out (*end the hand*) by melding the remaining cards in hand or by melding all but one and discarding your last card. If your team does not have a Canasta, both you and your partner must keep one card in hand after you discard. You may not go out.

- Before melding, you may ask your partner "May I go out?" Your partner must answer "yes" or "no," and the answer is binding. If the answer is no, you can't go out. If yes, you may.
- If you don't choose to ask, you may go out at will. Tip: It's a good idea to ask if you think your partner may be holding many high value cards (*which will reduce your score*).
- The hand ends immediately after a player goes out. Points are then totaled.

REMEMBER: You do not need to discard a card in order to go out!

What Happens if the Draw Pile Runs Out?

If the last card of the Draw pile is a Bonus card, play it immediately and the hand is then over; no further melds or discards are allowed. If the last card is not a Bonus card, then you play your turn normally and (*assuming you don't go out*) discard as normal. However:

- If the Up card is on an UNFROZEN pile and the next player can add that card to an existing set, then that player **MUST** pick it up and play it. After doing so, the player is obligated to pick up the entire prize pile, as usual.
- If the Up card cannot be added to an existing set (either the pile is FROZEN or the player does not have a set of that rank melded), then the player **MAY** pick up the Up card if he is able to play it and wants to play it. Even if he could play it, he does not have to pick it up. If the player chooses not to or cannot play it, then he **PASSES**.
- If the Up card is a Stop or Wild card, then the player must **PASS**.

If the player **PASSES**, then the hand is immediately over. Otherwise, this player has a normal turn and discards one card, starting a new Prize pile. The next player then has all the same rules as whether to pick up or pass.

SCORING

Your team's points are now totaled:

1. First, add the point values of all cards melded and subtract the value of cards left in the hands of your partner and yourself. (**Remember: Point values are found on the cards themselves.**)
2. Next, add any special bonuses that apply:
 - 100 points if your team was the one to go out.
 - 500 points for each Natural Canasta
 - 300 points for each Mixed Canasta
 - 100 points for each Bonus card (*only if your team has made its initial meld*).
 - 400 extra points if your team has played all four Bonus cards (and has made its initial meld).
 - 100 extra points for going out "concealed" - that is, either you or your partner melded your entire hand in one turn, including one Canasta, and had not previously melded or added any cards to your partner's melds. This rarely happens.
3. **ADDITIONAL PENALTY:** If your team did not make its initial meld, any Bonus card melded counts minus 100 points (*if all 4 Bonus cards were melded, this penalty doubles to 800*).

SCORING EXAMPLE

You go out after melding three 7's, a mixed set of Jacks (two Jacks and one Little Wild), a Natural Canasta of eight 10's, a Mixed Canasta of 5's (six 5's and one Big Wild). You have also played a Bonus card to the table. Your partner still has some cards in hand: a 5, an 8, and a King. Here's your score:

15	points for the three 7's
20	points for the two Jacks
20	points for the Little Wild
80	points for the eight 10's
30	points for the six 5's
50	points for the Big Wild
100	point bonus for Going Out first
100	point bonus for a Bonus card
300	point bonus for a Mixed Canasta (of 5's)
500	point bonus for a Natural Canasta (of 10's)

1215 Positive Points

Now subtract the value of the cards in your partner's hand:

-5	points for the 5
-10	points for the 8
-10	points for the King

1190 Total Points

END OF THE GAME

When at least one team has scored 5,000 or more points at the end of a hand, the game ends. If both teams reach 5,000 points on the same hand, the team with the higher score wins.

2-PLAYER RULES:

- Deal 15 cards to each player on each hand.
- Each player plays for him or herself. There are no teams.
- When drawing from the Draw pile (*not the Prize pile*), draw two cards. Discard one (*as usual*) at the end of your turn.
- To go out, a player must have at least two Canastas.

3-PLAYER RULES:

- Deal 13 cards to each player on each hand.
- Each player plays for him or herself. There are no teams.

5-PLAYER RULES:

- One team will have 2 players, the other will have three.
- One player on the 3-player team sits out each hand.
- The player sitting out the hand may not advise his/her teammates but does handle the scoring.

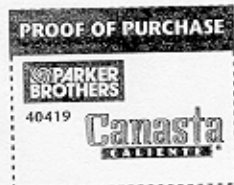
6-PLAYER RULES:

- Form two teams of three players each.
- Rules are the same as the 5 Player game except one player from each team sits out each hand.

CANASTA CALIENTE® -- EXCLUSIVE VARIATION!

1. Add both "Caliente" cards to the deck before the game begins. A Caliente card, when played, enables a player with a depleted hand to replenish it to exactly 11 cards.
2. If you have a Caliente card in hand, you may play it faceup on the table near your melds instead of drawing or taking the Up card. However, you can only do so if your team has not melded more sets than the opposing team (*or either opposing player, if playing a 3 Player game*). A Caliente card acts as a "Stop" card if discarded.
3. Next, draw enough cards to bring your hand up to 11 cards total. If insufficient cards are left in the Draw pile, take them all. If your hand has 11 or more cards, you draw nothing. It doesn't pay to play a Caliente card when your hand is large.
4. Next, you may meld cards (*but you may not play a second Caliente card on this turn*) and then discard as usual to end your turn.
5. SCORING: A Caliente card will score minus 100 points if played. That's the price you pay for drawing more cards. If you are caught with a Caliente card in hand at the end of the game, you lose double the penalty value of all cards left in your hand. If you're holding both Caliente cards, the loss is tripled! For example, if you hold cards worth 75 points and a Caliente card at the end of the game, your loss would be 150 points! *Note: if the only card you're holding is a Caliente card, your loss is 0.*

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.



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