

The RULES of BOLIVIA

Simplified Rules of the 4-Player & 6-Player Games

- Main features:**
- 3 different Bolivia Sets of 7 wild cards.
 - Canasta and Samba Sets also allowed.
 - The Discard Pile is always 'frozen'.

[Samba Sets were added to the original Bolivia rules by David Mallen in 2006]

BOLIVIA	
The Aim	To make the required type and number of Sets and Go Out by melding all the cards in your hand. To accumulate points so your team reaches the Winning Score. (Alternate players form a team.)
Definitions	<p>Cards: 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 2s, Jokers, Red 3s and Black 3s, below.)</p> <p>Meld: 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".</p> <p>Sets: Sets consist of 7 cards. 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. A Bolivia is a Set of 7 wild cards.</p> <p>The 'colour' name of the Set signifies whether or not it contains wild cards. 'Red' Sets do not contain any wild cards. 'Black' Sets contain wild cards. The 'colour' name has nothing to do with the colour of the card's suit. Red Hearts and Diamonds may be used in 'Black' Sets and black Spades and Clubs used in 'Red' Sets. To eliminate any 'colour confusion', 'Red' and 'Black' Sets are sometimes called 'Pure' and 'Impure', respectively. (See below for details of Melds and the 2 types of Canasta, 2 types of Samba and 3 types of Bolivia Sets.)</p>
Variations	Any Variation shown in these rules must be agreed to, before play commences.
The Pack	3 packs + 6 Jokers. [Variation: 3 packs + 9 Jokers.]
The Cards	Fours to Aces are 'natural' cards. 2s and Jokers are 'wild' cards. i.e. They may take the place of any other card. Red and Black 3s are special cards. (See below.)
The Deal	<p>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.)</p> <p>15 cards are dealt to each player, one card at a time around the table.</p> <p>The player on the left of the Dealer deals the cards for the next game.</p>
Deal Bonus	No bonus points for dealing the exact amount of cards.
The Piles	<p>After the deal, 2 piles are formed: 1 Pick-up Pile (cards face-down) and 1 Discard Pile (cards face-up).</p> <p>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 Red 3, keep turning up cards from the stack until a natural card, wild card or Black 3 is on top of the Discard Pile.) The remaining cards in the stack form the Pick-up Pile.</p>
Your Turn	<p>Begin your turn by taking the top 2 cards of the Pick-up Pile or, if you qualify, the top card of the Discard Pile.</p> <p>Pick-up Pile: Pick-up the top 2 cards from the Pick-up Pile. If there is only one card left in the Pick-up Pile, pick-up this card. (See also Game End, below.)</p> <p>You may then place these cards in your hand and combine them with the other cards in your hand to form melds of 3 or more cards. When you have sufficient cards to form your team's Initial Meld you may table this meld. Once your team has Melded, you may table new melds, add to tabled melds or add natural cards to completed Canastas during your turn.</p> <p>(See Melds and The Initial Meld, below.)</p>

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Your Turn (Continued)	<p>Discard Pile: If the top card of the Discard Pile is a Black 3, the Discard Pile is ‘blocked’. This forces you to take cards from the Pick-up Pile.</p> <p>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.)</p> <p>If your team has Melded, you may take the top card of the Discard Pile provided you qualify. (See To Qualify to take cards from the Discard Pile, below.) The top card of the Discard Pile must be tabled by being combined with the qualifying cards to form a new tabled meld. You cannot keep the top card in your hand nor add it to a completed Canasta, Samba or Bolivia.</p> <p>You must table the qualifying cards before taking cards from the Discard Pile to show other players that you qualify.</p> <p>After you have tabled the top card, only take another 4 cards from the pile. (If there are less than 4 cards left in the pile, you take them all.) 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, added to completed Canastas.</p> <p>[Variation: After you have tabled the top card, you must then take all the remaining cards from the pile, not just the next 4 cards. (Per the original Bolivia rules.)]</p> <p>Note: In other games, such as Canasta and Samba, this type of Discard Pile is known as a ‘frozen’ Discard Pile.</p> <p>You cannot add wild cards to completed Canastas. You cannot add cards to completed Sambas or Bolivias.</p> <p>If by adding the cards to a matching Samba Set 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 Sets of the same suit cannot be combined.) Likewise you cannot add wild cards to a Bolivia Set on the table if the total exceeds 7 cards.</p> <p>Complete your turn: After you have decided to table or not table cards, you complete your turn by placing one card on the top of the Discard Pile. This is called “Discarding”. Black 3s ‘block’ the Discard Pile. The player on your left may now begin their turn.</p> <p>You may also complete your turn by Going Out. (See Going Out, below.)</p>	
To Qualify to take cards from the Discard Pile	<p>To qualify to pick-up the top card of the Discard Pile you must have:</p> <ol style="list-style-type: none"> a) At least a pair of matching natural cards in your hand to form a new Canasta meld. b) At least 2 matching natural cards of the same suit in sequence in your hand to form a new Samba meld. c) At least 2 wild cards in your hand to form a new Bolivia meld. (Two 2s, two Jokers or one of each.) <p>You must table the qualifying cards before picking up from the Discard Pile to show other players that you qualify. The top card of the Discard Pile must be tabled in a meld and cannot be added to a completed Canasta, Samba or Bolivia.</p> <p>When using cards from your hand to qualify you may either form a new Set or add to a matching Set on the table.</p>	
The Initial Meld	<p>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 below) do not count towards the initial meld minimum points.</p> <p>To form your team’s Initial Meld you may either use cards from your hand, cards taken from the Pick-up Pile or the top card of the Discard Pile. You may use the top card of the Discard Pile if you qualify with cards from your hand per To Qualify, above. The other cards taken from the Discard Pile may <u>not</u> be used in the Initial Meld but may be melded and tabled during your Initial Meld turn after your Initial Meld is tabled.</p>	
Initial Meld Points	Progressive Team Score	Initial Meld Minimum Card Points
	Negative	15
	0 – 1495	50
	1500 – 2995	90
	3000 – 6995	120
	7000 – 14995	150
Card Points	Black 3s, 4s – 7s = 5 points. 8s – Kings = 10 points. 2s & Aces = 20 points. Jokers = 50 points.	

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Melds	<p>Canasta melds:</p> <ul style="list-style-type: none"> • 3 or more natural cards of the same value, to start a Canasta Set. • 2 or more natural cards of the same value + <u>1 or 2 wild cards</u>, to start a 'Black' Canasta Set. <p>Samba melds:</p> <ul style="list-style-type: none"> • A sequence of 3 or more natural cards of the same suit, to start a Samba Set. • A sequence of 2 or more natural cards of the same suit + <u>1 wild card</u>, to start a 'Black' Samba Set. <p>Bolivia meld:</p> <ul style="list-style-type: none"> • 3 or more wild cards, to start a Bolivia Set. <p>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 Set. 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 into one Set. More than one Bolivia meld is allowed, however they cannot be combined into one Set.</p>
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Sets & Bonus Points	Completed Canasta, Samba & Bolivia Sets score Bonus Points, as follows. You may add natural cards to completed Canasta Sets. Once a Samba Set or Bolivia Set is completed, it is placed face-down and cannot be added to.	
Impure or 'Black' Canasta	A Set of at least 7 cards, with a minimum of 5 natural cards of the same value and a maximum of 2 wild cards.	300 Bonus Points
Pure or 'Red' Canasta	A Set of at least 7 natural cards of the same value.	500 Bonus Points
'Black' Samba	A Set of exactly 6 natural cards of the same suit in sequence in the range from 4 to Ace + 1 wild card.	1000 Bonus Points
Pure or 'Red' Samba	A Set of exactly 7 natural cards of the same suit in sequence in the range from 4 to Ace.	1500 Bonus Points
'Mixed' Bolivia	A Set of exactly 7 'mixed' wild cards.	2000 Bonus Points
'Black' Bolivia	A Set of exactly three 2s and 4 Jokers.	3000 Bonus Points
'Red' Bolivia	A Set of exactly Seven 2s.	4000 Bonus Points

Going Out	<p>A team Goes Out when one member tables all cards. Your team must meet the <u>minimum requirement of 1 Samba and 1 Canasta, or 1 Samba and 1 Bolivia, or 2 Sambas</u> before Going Out.</p> <p>You must ask your team member(s), "May I go out?", and receive a positive reply from all member(s), before tabling <u>all</u> your cards. You may 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>If one team member 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. If no team Goes Out (per Game End, below) no team receives the Going Out Bonus.</p> <p>If you table your Initial Meld and Go Out in the same turn (known as Going Out 'Concealed') you do not receive any extra points other than the Going Out Bonus of 200 points.</p>	
Game End	If the Pick-up Pile is exhausted and the player, whose turn it is next, does not qualify to take the top card of the Discard Pile, play ends.	
Game Score	<p>Bonus: The sum of all the team's Bonus Points for completed Canasta, Samba and Bolivia Sets, Red 3s and Going Out.</p> <p>Cards: The Card Points of tabled Melds and Sets minus the Cards Points of cards held in the hand by the team. <u>Black 3s held in the hand count minus 100 points each.</u></p> <p>Game Score = Bonus + Cards.</p>	
Winning Score	15,000 points. The team with the higher score, above 15,000 points, wins.	

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Red 3s	<p>Red 3s are bonus cards. They are tabled and cannot be used in melds or as a discard. (There are six Red 3s in total.)</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 the Pick-up Pile. If you receive a Red 3 when picking up from the Pick-up Pile, you table it, and take another card (if available) from the top of the Pick-up Pile to replace it. If you receive a Red 3 when picking up the Discard Pile, you table it, but do not replace it with another card.</p>
Red 3 Bonus Points	<p>If a team has melded, the Red 3s score +100 Bonus Points each. If a team has melded and has all six Red 3s, the Red 3s score a total of +1200 Bonus Points.</p> <p>If a team has not melded, their Red 3s score is negative!</p>
Black 3s	<p>Black 3s are 'blocking' cards. (Refer to Discard Pile, above.) They may only be melded when Going Out. The meld must be three or more Black 3s, without any wild cards, or a Pure Samba sequence of 3-4-5, etc. of the same suit. A single Black 3 can be added to a tabled Pure Samba sequence that starts with a 4 of the same suit. (Black 3s cannot be added to a Black Samba sequence or a completed Samba.)</p> <p><u>After a team has Gone Out, Black 3s held in the hand count minus 100 points.</u></p>