Object of the Game:
To score the most points by creating Melds, Canastas and earning bonuses. The first team to reach 10,000 points wins the game. If both teams reach a score of 10,000 points in the same round, then the team with the most points wins. For a shorter game, players can agree on a lower point total before play begins, say 5,000 points.

Set-Up:
The optimal way to play Boat Canasta is with 4 players to form 2 teams. Team members sit across from each other and share a common score, which is tracked after every round. Partners must not communicate with each other, either by speech or making signs, unless closing a round.

Boat Canasta can also be played with 2 or 3 players. In the case of 2 or 3 players, each player plays for himself/herself.

Wild Cards and Other Special Cards:
- Joker (Wild): Wild card worth 50 points.
- 2 (Wild): Wild card worth 20 points.
- 3R (3 Black): Special card worth 100 points after being placed on the table. This card may be played on the table immediately after being played.
- 3B (3 Black): Special card worth 100 points if left in a hand after a round is closed. This card may be discarded to block the next player from taking the Treasure pile. It cannot be played on the table immediately after being played.
- K & A: Natural cards. 5, 6 and 7 are worth 5 points. 8, 9, 10, J, Q and K are worth 10 points. A is worth 20 points. (All points are noted on the cards for easier scoring).

Dealing the Cards:
Shuffle all 108 cards. Each player picks a random card. The player with the highest card is the dealer for the first round. The player with the second highest card is the dealer’s partner. 2 is low. A is high and Jokers don’t count. If players happen to select the same card, they should choose again.

The dealer replaces the drawn cards into the deck and shuffles. The dealer distributes cards from left to right so that everyone receives 14 cards in their hand.

Players immediately check their hands for 3R cards. If a player receives a 3R card, he/she must immediately place the card(s) on the table and replace it with a card(s) from the draw pile. This process takes place in order moving left of the dealer. If a 3R card is drawn during later play, the player must place the card on the table and draw a replacement card. A player who fails to expose a 3R card during a round is penalized with -500 points.

In subsequent rounds, dealing passes to the left until the game ends.

How to Play:
The remaining cards are placed face down in the center of the table to create the draw pile. At the end of each player’s turn, he/she must discard a card face up to the “Treasure” pile. The player’s turn is over and play passes to the left. Players must make sure the Treasure pile is stacked neatly so that only the top card can be seen.

For the remainder of the game, players will engage in the following during each turn:
- Take a card from the draw pile or take the entire Treasure pile.
- Play cards on the table.
- Discard a card in the Treasure pile or close the round.

• Note: Cards cannot be played on the table and the Treasure pile cannot be taken until each player has had 3 turns.

If there are no cards left in the draw pile, the Treasure pile is turned over, shuffled and serves as the new draw pile.

Making Melds:
A Meld consists of three or more cards of the same number or rank. When the fourth turn begins, players may place their Melds on the table in columns to score points. In order for a team to place their first Meld on the table, one of the players must meet a minimum point total. If the player wants to pick up the Treasure pile, only the top card of the Treasure pile counts toward the initial Meld points. The value of a 3R card does not contribute to required minimum points.

Minimum points needed are as follows:
- Minimum points needed to put down first Meld or pick up first Treasure pile:
  - 15 points
  - 50 points
  - 90 points
  - 120 points
  - 150 points

Once a Meld is on the table, partners may add cards of equal rank or Wild cards to Melds already played. Cards may never be removed from Melds. Partners do not keep separate sets; one partner keeps all of the
A Canasta is worth its value as soon as it is played on the table. Additional cards may be added to it.

Creating Canastas:

A Canasta consists of at least seven cards of the same number or rank (e.g., seven 4s, seven 7s, seven Qs, etc.) or a combination of Wild cards (Jokers and 2s) and Natural cards. A Canasta consists of at least seven cards of the same number or rank (e.g., seven 4s, seven 7s, seven Qs, etc.) or a combination of Wild cards (Jokers and 2s) and Natural cards. A 2 Canasta consists of at least seven cards of equal number or rank. When the fourth turn begins, players may place their Melds on the table in columns to score 1,000 points for each column. When the fourth turn begins, players may place their Melds on the table in columns to score 1,000 points for each column.

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