

# Dragon Mystery Rummy: The Case of the Rare Dragon by Mike Fitzgerald

**Number of Players :** 2-4 players

**Summary:** A unique twist on traditional Rummy games that can be equally enjoyed by traditional card game fans, families, and serious gamers.

**Mechanics:** Hand management, set collection, push your luck

**Objective :** Acquire the most victory points from dragons in your tableau.

## Set-Up :

1. Shuffle the 40 cards in a single deck.
2. If 2 players are playing: deal 8 cards to each. If 3 players are playing: deal 7 cards to each. If 4 players are playing: deal 6 cards to each.
3. Now turn over the top 2 cards of the deck and place them face up near the play area. If the 2<sup>nd</sup> card drawn is the same dragon as the first shuffle it back into the deck and draw till you get a different dragon.
4. The card on the left is the dragon that will allow you to draw 2 cards when you play one of these dragons from the deck face up in your play area. The other dragon is this hands rare dragon.
5. Now put the deck of dragons face down in the middle of the play area.
6. Turn over the top card and place it next to the deck to start the discard pile. As cards are added to the discard pile they must be overlapped so you can see all cards in the pile. **(Need to add Graphic.)**
7. The first player to state they are the first player, is the first player, otherwise the oldest player is the first player.

## Gameplay :

1. On Your Turn: You must either :
  - Draw a card from the top of the dragon deck
  - Take cards from the discard pile. When taking cards from the discard pile, you must play the card furthest back in the group you take. You must take every card from the card you want (that you must play), and all cards on top of it.
2. You may play the following from your hand to your tableau:
  - 1 of the draw 2 dragons for this hand
  - 1 of the rare dragon for this hand
  - 1 of any dragon that already is in play
  - Any set of 3 or more of the same dragon. (See details below)
3. You must then discard one card from your hand, and place it in the discard pile, being sure not to completely cover up the card(s) beneath it. Play then continues clockwise to the player to your left, repeating steps 1-3.
4. End of Hand: The hand can end in 2 ways. A player ends their turn by discarding the last card in their hand. This ends the hand immediately. This is the only way a player

can get rid of the last card in his hand. The hand also ends immediately after the turn of the player who draws the last card in the dragon deck.

**Details :**

**Draw 2 Dragon:** You may play 1 of this dragon per turn. Place it face up in front of you and draw 2 cards from the top of the dragon deck and add them to your hand.

**Rare Dragon:** You may play 1 of the rare dragon per turn. When you play it you also take any other copies of the rare dragon that are in play. (Do not take the card indicating which dragon is the rare dragon for this hand).

**1 of any Dragon that has a set of 3 in play already:** When you play this dragon take 1 of the set of 3 and place it with the 1 you have played so you now have a set of 2 of this dragon as does the person who you took the dragon from.

**Set of 3 or more Dragons:** You may play a set of 3 or 4 of the same dragon in front of you.

**Scoring:** Cards in hand after end of hand score nothing. Every copy of the draw 2 dragon for this hand in your play area is -1 point. Every copy of the rare dragon: for this hand in your play area is 3 points. Every other dragon in your play area counts 1 point.

**Game End:** Write your scores down and continue playing hands until someone has 50 or more points at the end of a hand.

**Winning:** The player with the most points wins. If there is a tie you share victory. You can set any number of points you want to for shorter or longer games.

**FAQ:** Can I go back into the discard pile to get the Draw 2 dragon or rare dragon, or the 4th of a set and play them? Yes, you may do that. The only requirement is that you play the card that is furthest into the discard pile that you take.