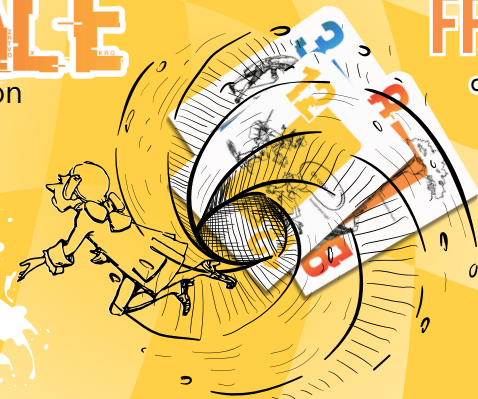


PREPARE YOURSELVES FOR A JOURNEY FILLED WITH STRATEGIC GAMBITS AND UNEXPECTED ALLIANCES, WHERE ONLY THE CUNNING SHALL TRIUMPH

Rummy-Style Game
RUMMATHON ROYALE
 Original Edition

COMPETE WITH FRIENDS
 IN THIS THRILLING CARD GAME OF WITS AND DECEPTION

2 TO 6 PLAYERS
 AGES 14+
 60+ MINUTES



LEARN HOW TO PLAY FASTER, BY GOING ONLINE & WATCHING OUR INSTRUCTIONAL VIDEO:

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THE RULES

PLAYERS: 2-6
 126 CARDS



HOW IT WORKS

The name of the game in "Rummathon Royale" is strategic supremacy! Be the 1st player to conquer all 12 rounds & claim the throne with the highest score. Shuffle the deck of 112 playing cards & place the deck face-down in the center of the table. Place the 8 display cards on the side for you to reference.

The dealer gives each player 12 cards. The dealer flips over the 1st card, places it next to the deck to form the discard pile. The player to the left of the dealer will be the 1st player. If the 1st card of the discard pile happens to be a special action card (flex, bypass, burden, block, & sabotage), the 1st player may choose to add this card to their hand & draw the 1st card from the deck.



Each player has a unique rule card, which are selected at random. On your turn, you draw a card from either the deck or discard pile. If you draw from the discard pile, the card drawn must immediately be used to complete the round sequence. After drawing a card from the discard pile, you must lay down your round sequence. With a valid round sequence, you will discard a card into the discard pile to complete your turn.

Once you have completed the full round sequence & laid down your hand, you must try to "go out" (discard all cards) by hitting the sets & runs of other players. The player that "goes out" first gets to collect the point values of the cards remaining in the hands of other players.



I'M OUT



If you completed your round sequence, you can discard cards by extending other players' sets/runs. This is called hitting. Only players with completed the round sequence can hit other players' sets/runs. Players with completed round sequences can pull from

FEW MORE RULES...

& THERE'S MORE

If you are successful & you believe that you can also finish another round sequence before anyone "goes out", you can declare "Double Rummathon Royale". If you are successful in completing the "Double Rummathon Royale" the game is over. No player needs to officially "go out". Failure to complete would set you back to repeat the original round sequence of that round.

the discard pile if the drawn card applies to a completed round sequence. You can declare "Rummathon Royale" at the start of your turn to advance to the next round sequence. You must complete the next round sequence on the rule card before any player "goes out." Failure to complete the next round after declaring "Rummathon Royale" results in repeating the current round.

Points are awarded:
 1-9 Cards: 5 points
 10-12 Cards: 10 points
 Burden, Bypass, & Block Cards: 15 points
 Sabotage Cards: 20 points
 Flex cards: 25 points

If the burden card was completed, you will receive 50 bonus points to your score & 100 for the 2x burden card. Failed Burden Cards, the points are given to the player that initiated the burden.

5 Strategic Play: After careful consideration, you decide to lay down a sequence of cards, forming a run of 1, 2, & 3 in yellow. You announce your intention to complete the round sequence.

PRACTICE ROUND

1 Assessment: You begin your turn by assessing the dealt hand of cards. You carefully examine the cards dealt & consider your options for forming runs & sets.

2 Decision Making: Based on your assessment, you decide whether to draw a card from the deck or pick up from the discard pile. You weigh the potential benefits of each option, considering how the drawn card could contribute to your sequence.

3 Drawing a Card: You decide to draw a card from the deck, hoping to find a card that fits into your sequence. You draw a yellow 2 & add it to your hand.

4 Reevaluation: With the new card in hand, you reevaluate your options. You reassess your sequence & consider whether any of their existing runs or sets can be extended or completed with the newly drawn card.

6 Hitting Other Players' Sequences:

With your own sequence completed & cards laid down, you can now hit the runs/sets of other players who have already completed the round sequence. You strategically choose which sequences to target.

7 End of Turn: After making your moves & decisions, your turn comes to an end. You discard a remaining card & pass the turn to the next player, eagerly anticipating your next opportunity to outmaneuver your opponents & claim victory in "Rummathon Royale."

Block Card Prevents other players from hitting your runs/sets.

Burden Card Imposes an additional round requirement to a player's round sequence. **Sabotage Card** Removes all flex cards in opponents' hands & reshuffles them along with the sabotage card back into the deck. **Flex Card** Acts as a wild card. **Bypass Card** Skips any player.



THE NEED KNOW²



You will place the Reference Cards on the sideline to ensure players can make the round sequences correctly.



If you have completed the round sequence, you are allowed to discard cards from your hand by adding onto the sets/runs of other players' completed sequences, extending their sets/runs.

Only players that have completed the round sequence can hit the runs/sets of other players. Players that have completed the round sequence may also pull from the discard pile, if the card will apply

You cannot lay down a partially completed round sequence. Once you have completed the full round sequence & laid down the hand, you must then attempt to "go out" (discard all cards) by hitting the sets/runs of other players who have also completed the round sequence.

towards hitting one of the completed round sequences laid down already. If the card is not the last card of the discard pile, the player will have to draw all following cards & add to the player's hand.

Players continue taking turns until one player has successfully "gone out" & collected points from the other players' hands.

SPECIAL ACTION CARDS

These can be found in your hands from the initial dealing & also be found when you draws from the deck or find in the discard pile. **Flex Cards:** Substitute for any card in a set or run. Flex cards can be picked up from the discard pile if you are able to use the card to complete your round sequence or to hit a set/run. Not all special action cards are to be discarded.

A round sequence consists of either a run, consecutive cards (1,2,3,4,5), or a set, cards of the same value (2,2,2,2,2)

BYPASS CARD

Bypass Cards: Skip any player's turn. Bypass Cards in the discard pile can only be picked up if you are drawing a card proceeding the Bypass Card to lay down & complete a round sequence or if the card can be used to hit a completed round sequence.



Burden Card: Adds an extra round requirement to another player's round sequence. If the Burden card is completed, you places down the sequence & adds the burden card on top of it. This tells the other players that the burden was completed. No one is allowed to hit the burden sequence. Since, the burden cards add onto the round sequence, failure to complete the burden will also result in the player repeating the round.

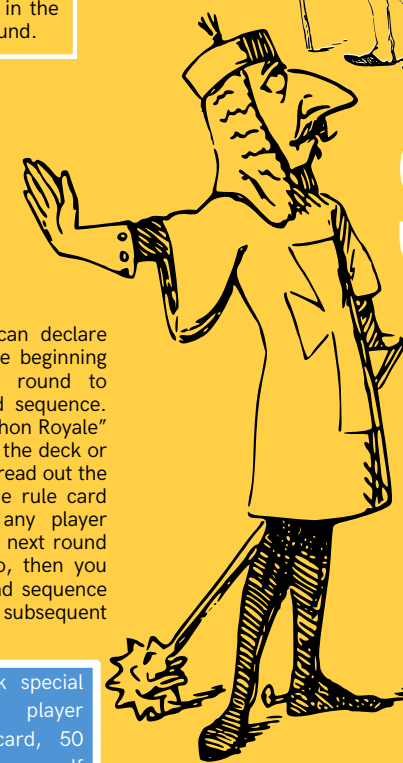


Sabotage Card: Forces all opponents to discard all Flex Cards in hand & shuffled them into the deck along with the Sabotage Card. Sabotage cards also never go into the discard pile, as they are always reshuffled into the deck once played.

Block Card: Blocks players from adding to the sets & runs of your completed round sequence. Your 1st block card is applied to your own sets & runs & the 2nd block card is apply to any player of choice.

Blocking all players from adding to the sets & runs. The player who played the block card can still hit the sets & runs of the blocked player. You cannot play a block card if your round sequence is not completed. Block cards are played when you places the card down in front of the completed round sequence.

SCORING.



Rummathon Royale: You can declare "Rummathon Royale" at the beginning of your turn within any round to advance to the next round sequence. You must call out "Rummathon Royale" before drawing a card from the deck or discard pile. You must also read out the next round sequence of the rule card aloud. You have before any player "goes out" to complete the next round sequence. Failure to do so, then you must repeat the same round sequence & cannot declare it on the subsequent round.



Scoring: At the end of each round, you tally the point value of the cards remaining in your hands. The player who "goes out" receives the points of their opponents' hands. Also, the burden player points are added to respective scores as well.

ADDING EXTRA CARDS

After the dealer has dealt all players 12 cards, the dealer must ask you if you would like to exchange any points for extra cards. Every 10 points, one extra card can be added to your hand for a max of 20 extra cards each round. Scores are rounded up. So 95 points would allow for you to collect 10 cards.

NOT FORGET

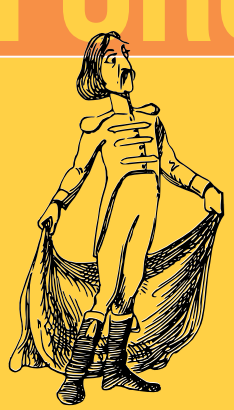


Players may not burden the same player 2x within 1 round

Players may not burden a player with a completed round sequence.

Flex cards can be used as wild cards for runs/sets/color substitutions.

Block cards cannot block special action cards. If the player completes the Burden card, 50 points is added to their score. If they failed to complete, then 50 points is added to the player that initiated the Burden. For the Double Burden, you double the points, earning 100 points for completing.



RUMMATHON ROYALE

MIS HAPS:

& HOW TO HANDLE THEM

If you mistakenly drew from the discard pile & cannot play a valid round sequence, the penalty is for you to repeat the round sequence over.

If the deck pile runs out of cards, leave the top card of the discard pile card turned over, shuffle & add to the deck.

If you are called out for an incorrectly completed sequence after the following player has played but prior to a player "going out", you would have to repeat the round. If the incorrect sequence is not called, then you may proceed to the next round.

Winning the game: There are 2 ways to win. The 1st player to complete all 12 rounds with the highest score is declared the winner. The 2nd way to win the game prior to completing all rounds, is if you declares a "Double Rummathon Royale" in one round & completes it before any player "goes out".

Gameplay Variations: Even/Odd Game: Play only the even/odd rounds. Half Game: Play the 1st 6 rounds.