

JOKER – Definition and Rules:

A Joker may be used as ANY Play Card in the deck (it may NOT be played as an Action Card).

When a Joker has been played in a Run or Set, it may be taken by a player by replacing it with the card it was originally intended to be. It may be played again immediately or held onto for later use.

ACTION CARDS – Definitions and Rules:

General: A player may NOT play an Action Card on himself, only on other players.

1. "Pickpocket"
 - a) The player who uses this card may STEAL one card from any opponent's Set causing the opponent to pick up the remaining 2 cards if the set was only previously 3 cards. The card that is taken MUST be played immediately. NOTE: A player CANNOT steal a card from a Run.
2. "Thief"
 - a) This card will allow a player to STEAL a Set of 3 cards (maximum) from another player. NOTE: A player CANNOT steal a Run. The "Thief" may keep the stolen cards in his hand, play them as the Set he took, or use them to make other Runs or Sets from the cards he has in his hand.
 1. If the player of this card takes 3 cards from a Set that had 4 or more cards in it, the remaining card(s) stay in play as they are.
3. "Switcheroo"
 - a) This card will allow a player to TRADE a set of 3 cards (maximum) with another player. NOTE: A player CANNOT trade a Run.
 1. If the player of this card takes (3) cards from a Set or Run that had 4 or more cards in it, the remaining card(s) stay in play as they are.
4. "Hoard"
 - a) When this card is played, the player may take all the cards that are in the discard pile. The player who uses this card does NOT need to play any of the cards during his turn. This card CANNOT be used to take cards from the Action Card pile.
5. "Grab +2" and "Grab +3"
 - a) When this card is played, the player may draw 2 or 3 cards from the deck respectively during a normal turn.
6. "Lucky Day"
 - a) When a player uses this card, ALL of the other players must give him one of their cards (each player chooses which card they want to give up from his own hand).
7. "Kibosh!"
 - a) This card may be used to prevent another player from using an Action Card against him (it will protect the player who uses it from the Pickpocket, Thief, Switcheroo and Lucky Day Action Cards). This card is simply thrown down to put the Kibosh on any opponents action!

2nd CHANCE CARDS – Definition and Rules:

1. Every player receives one 2nd Chance Card at the beginning of the game.
2. If a player suspects he cannot open, after all of his opponents have already opened, he may use this single card to be considered "Open." The 2nd Chance Card is the equivalent of playing three number 2 cards, except that it is NOT worth any points at the end of the round.
3. Other players may play on this card with their own 2 card(s) and they will receive points for their card(s) at the end of the round.
4. A player's 2nd Chance Card may be used only once for the entire 5 rounds of the game.

CARD TYPE AND TOTAL NUMBER OF CARDS INCLUDED IN THIS DECK:

1. There are 80 Play Cards:
 - a) Six (6) different suits of 13 Play Cards each (2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A)
 - b) Two (2) Jokers
2. There are 36 Action Cards:
 - a) Two (2) Pickpocket
 - b) Five (5) Thief
 - c) Four (4) Switcheroo
 - d) Five (5) Hoard
 - e) Grab (+) Cards
 1. Three (3) +3
 2. Seven (7) +2
 - f) Four (4) Lucky Day
 - g) Six (6) Kibosh!
3. There are six (6) 2nd Chance Cards
4. There is one (1) Marker Card
5. There is, therefore, a total of 123 cards included in the Rummy Battle Card Game.

ABOUT RUMMY BATTLE:

- This is a fast action educational, party and family fun game designed for 3-6 players between the ages of 10 to 120.
- Game time is approximately 30-45 minutes (depending on how many players and their ages).
- Included are (80) Play Cards, (36) Action Cards, (6) 2nd Chance Cards, (1) Marker Card and game instructions.