

# Rummy Battle:

## Welcome to the battlefield...

### Game Rules

Welcome to the exciting card game Rummy Battle! This is the newest fun, fast-paced, rummy-style, sittin' around the table with family and friends card game with endless laughs, twists and strategies. With Rummy Battle, there are no teams, every player enters the battlefield on his own!

#### QUICK SET-UP AND PLAY:

- Every player receives one 2<sup>nd</sup> Chance Card (see rules for this card below).
- Shuffle all Play Cards and Action Cards together and deal 10 cards to each player.
- Count (30) cards from the BOTTOM of the remaining deck and insert the "Marker" card face up.
- Place the deck in the middle of the table and turn over the top card. If the top card is an Action Card, put it back into the center of the deck and turn over the next card (continue until a Play Card is turned-up).
- The person to the left of the dealer goes first by choosing to either take the card that has been turned-over by the dealer OR, take (2) cards from the pile. During normal play, the player may take as many of the cards from the discard pile as he wishes BUT, the last card that is taken must be played immediately. The only exception is when the Hoard Card is played (see rules for this card below).
- A player can open with ANY Run or Set of (3) cards. To open, a player simply puts his Run or Set, face up, in front of himself during his normal turn.
- A "J" card is a Jack; a "Q" card is a Queen; a "K" card is a King; and an "A" card is an Ace. An "A" may be used as a high OR low card in Runs ("Q, K, A" OR, "A, 2, 3").
- When a player plays any NEW Run or Set, he may draw (1) card from the deck. If a player has taken another player's Set with an Action Card OR, if he is adding cards to an already existing Set or Run, he may NOT draw a card from the deck.
- Once a player opens, he may play on any opponent's Runs or Sets by putting the card down, face up, in front of himself (NOT on the Run or Set).
- Once a player opens, he may play the Pickpocket, Thief or Switcheroo Action Cards (ALL other Actions Cards may be played at any time on a players normal turn (see below for complete rules of all Action Cards).
- A player's turn is over when a Play Card or an Action Card is discarded by the player (Action Cards are discarded into a separate pile). When a Play Card is discarded, it is placed adjacent to the card that is already there – so that ALL discarded cards may be clearly seen by all players at all times.
- Play continues until a player runs out of cards either by playing them all or by discarding his last card (if a player goes out BEFORE the Marker Card has been revealed, they will receive a penalty of -100 points for the round. However, the first player to go out AFTER the Marker Card is revealed will get a bonus of +10 points for the round).
- After a player has gone out, scores for the round are tallied-up for ALL players. High score wins the game after 5 rounds of play (see Scoring section below).
- New cards are dealt out by the player sitting to the left of the previous dealer and a new round begins.

#### SPECIAL GAME SITUATIONS:

1. If a player opens with a Set and another player uses a Thief Card to steal their Set, that player is still open – He does NOT need to re-open even though he has no cards in front of him.
2. If the Marker Card has not yet been revealed and a player uses a Lucky Day Card and causes another player to go out with it, the round is over and the player that has no cards will take the -100 points penalty for going out first. If the Lucky Day Card causes multiple players to go out before the Marker Card has been revealed, every player that went out will take a penalty of -50 points each.

#### SCORING:

General:

1. At the end of each round the points are tallied up. The player that went out first will either receive a penalty of -100 points, if he went out before the Marker Card was revealed, or, a bonus of +10 points if he went out after it was revealed.
2. Each player, except the one that went out first, will have cards remaining in their hands. Those players must count the points that are remaining in their hands as negative. For example: if a player has an Action Card (-5 points), a Joker (-20 points), a "10" (-10 points) and a "A" (-15 points) remaining in his hand, he has a total of -50 points in unplayed cards. Tally both negative and positive points for each player at the end of each round. For example: If the same player has a total of +30 points in played cards, he will have a final score of -20 points (30 - 50); if he played a total of +120 points, he will have a final score of +70 points (120 - 50).

Scoring for all Cards is as follows:

- |                           |           |                 |           |
|---------------------------|-----------|-----------------|-----------|
| 1. A's                    | 15 points | 4. Action Cards | 5 points  |
| 2. 10's, J's, Q's and K's | 10 points | 5. Jokers       | 20 points |
| 3. 2's – 9's              | 5 points  |                 |           |