



## Contents

- 106 pieces
  - 2 joker pieces
  - 2 x 13 purple pieces, numbered 1 to 13
  - 2 x 13 black pieces, numbered 1 to 13
  - 2 x 13 green pieces, numbered 1 to 13
  - 2 x 13 grey pieces, numbered 1 to 13
- 4 racks
- 1 playing instruction

## Basics

MyRummy is a really exciting game due to the countless possible combinations.

Unlike traditional card games, the pieces are marked with numbers but not symbols.

## Object

The aim of the game is to get rid of all your pieces. Players try to lay combinations: sequences, three of four of a kind, or to add pieces to existing combinations. After several plays, the player with the most points wins the game.

## Preparation

Each player is given a rack. Place the pieces on the table, face down, and shuffle them. Each player then takes 14 pieces of their choosing. The players place their pieces up on their rack. The remaining pieces build the pile, face down. After choosing the first one to play, the game continues in a clockwise direction.

## How to play

During their turn, each player must either lay down a combination (if they can or want to) or take a piece from the pile.

Players have two minutes to play their turn. If they are not able to make a decision, they have to keep the pieces they couldn't combine.

## The first combination

To lay down a combination, players must first get a minimum amount of 30 points, when adding the numbers of all the pieces, whatever the combinations may be.

Until the player has achieved a total of 30 points, they must take a piece from the pile on their turn. If the piece they take allows them to reach the total of 30 points, they must wait for their next turn before using it.

## The combinations

Three or Four of a Kind are made up of 3 or 4 pieces of the same value, but of different colours.

Sequences are a series of at least 3 pieces of the same colour with progressive numbers. For example: Green 4, Green 5, Green 6.

## Jokers

Jokers may replace any piece of any colour. A joker takes the value of the piece it is replacing in a combination (but, at the end of the play, it always counts 25 points). A joker which was used in a combination may be exchanged at any time by any player for the piece it is replacing, on two conditions: The player must have already laid down his first combination and it must be his turn to play.

The combinations laid down on the table do not belong to anyone, so each player who has already laid down his first 30 points may use them during their next turns.

## Continuing the combinations

During their turn, each player may extend any combination (a Three of a Kind or a sequence) by any number of matching pieces after they have laid down their first 30 points.

## Transformations

The combinations laid down on the table may be used by players to make a new combination. The piece added to a former combination must of course continue the series.

During your turn, you may also take all the pieces of a former combination, or part of them (but at least 3 pieces must remain in the original combination). All the pieces that have been taken must be replaced to build another combination. A joker cannot be used to another place – unless it was replaced by a piece with the right number.

### Examples:

- 1) You may extend an existing sequence, such as, for example 6, 7, 8 in green, by using a green 5 or a green 9. And you can extend an existing Three of a Kind consisting of a green, a grey and a black 8 by adding a purple 8.
- 2) You can add a new piece to an existing sequence and remove another one in order to build a new sequence. If there is, for example, a black sequence consisting of 2, 3, 4 and 5 laid down on the table, and you have a black 6 as well as a grey 2 and a purple 2, you could extend the sequence by adding the black 6 and then build a new Three of a Kind by using the black 2 and your 2 twos.
- 3) You may also split sequences. If there is for example a purple sequence consisting of 2, 3, 4, 5, and 6 you could build two new sequences by adding a purple 4 – 2, 3, 4 and 4, 5, 6.

## End of the game

As soon as a player lays his last piece down, the game is over: that player is the winner. The other players add up the numbers of all their pieces still standing up on their racks. The value of a joker as always is 25 points. The “negative” totals are added up to the “positive” totals of the winner.

The game is made up of several rounds. The players decide at the beginning how many rounds they will play.

At the end, all the “positive” and “negative” totals are added up, separately for each player, and finally subtracted. The player who gets the highest positive total wins the game.

## Variation

### Hand Rummy

If a player succeeds in laying down all the pieces from his rack at the same time, this is called Hand Rummy. In this case, that player does not have to achieve the minimum amount of 30 points in order to lay down his first combination. In the case of a Hand Rummy, the other players' negative points are doubled.