

PIRATE RUMMY

A Family Card Game

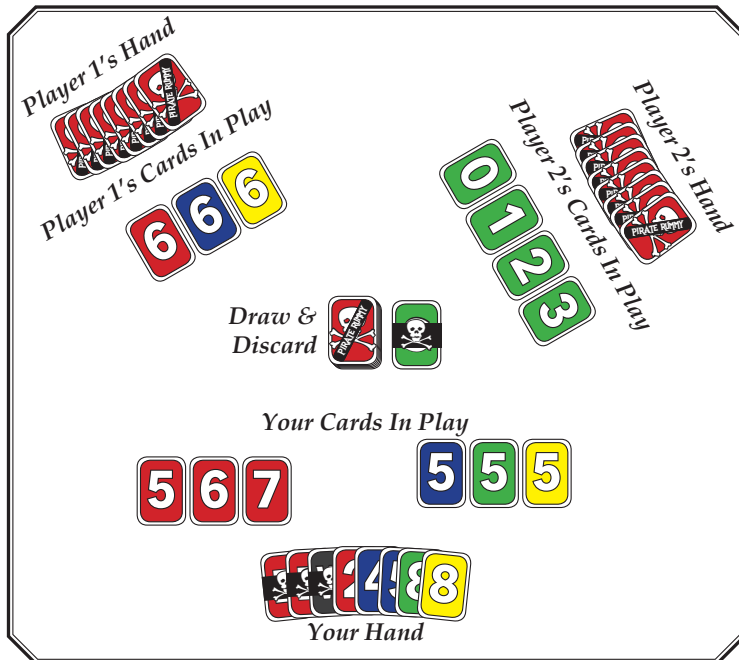
You'll Need:

- 3-5 players
- A deck of UNO cards
or 2 standard decks + 4 additional cards, as below
- 30-45 minutes to play

Setting Up:

- Sit around a table.
- Shuffle the deck.
- Deal a hand to each player:
For 3 players: 15 cards
For 4 players: 13 cards
For 5 players: 11 cards
- Set the deck on the table where everyone can reach it.

The Play Area:



The Object of the Game:

The object of the game is to **empty your hand**. The first player to empty their hand of cards, wins the game.

Taking Turns:

The game starts with the player to the dealer's left. Take turns clockwise around the table.

Continue taking turns in order until someone empties their hand and wins the game.

What's In Your Hand?

Your **number cards** (0-9) count as valuable goods. Both the number and the color matter.



Your **action cards** (Draw 2, Skip, Reverse, Wild, and Wild Draw 4) count as pirate ships. All pirate ships count the same, so the action and the color don't matter.



If you prefer to sort your hand:

- Sort all your pirate ships together to one side of your hand.
- Sort your number cards by number and color.



On Your Turn:

1. Draw a card.
2. Play as many cards from your hand as you can and want, by:
 - Playing in directly;
 - Doing legitimate business; *and/or*
 - PlunderingMix these actions freely, in any order you choose.
3. If you have any illegitimate cards in play in front of you at the end of your turn, pick them up into your hand.
4. End your turn. Play passes to the next player.

Playing In Directly:

To play in directly, you must have cards in your hand that you can put into play. This means that they must be:

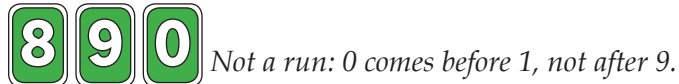
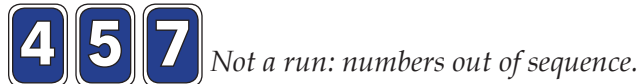
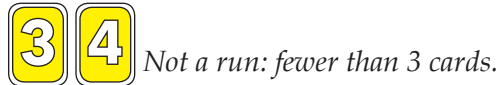
- **A run:** 3 or more cards in number sequence, of the same color.
- **A set:** 3 or more cards of the same number, of different colors.

Simply play your run or your set on the table in front of you. Play in as many cards in your turn as you can and want.

Legitimate Runs:



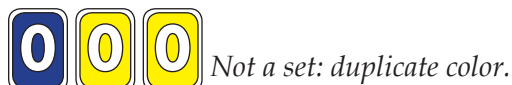
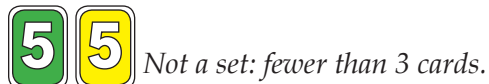
Not Runs:



Legitimate Sets:



Not Sets:

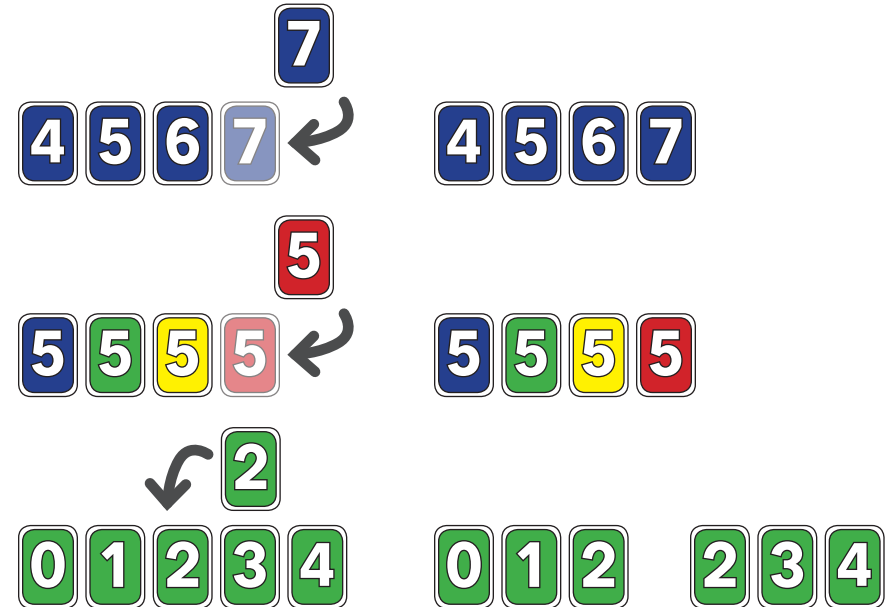


Doing Legitimate Business:

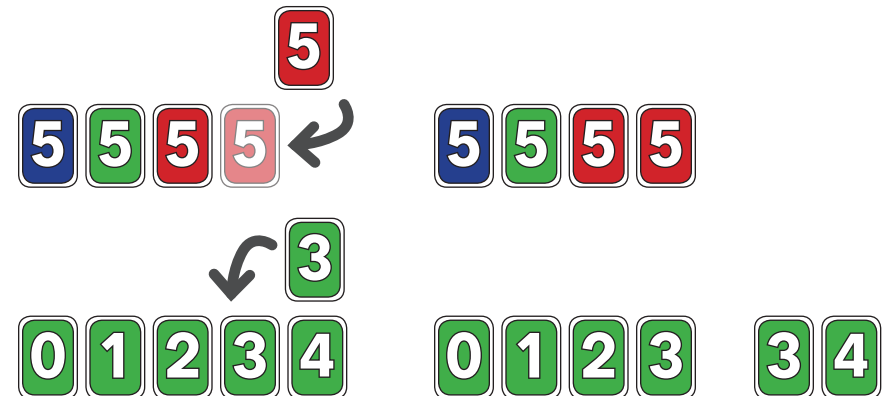
To do legitimate business, add a card from your hand to a run or a set already in play, yours or someone else's. You can split, join, and rearrange runs and sets in any way you need, as long as when you're done, all of the cards in play are still in legitimate runs and sets. Otherwise, you must put it all back how it was, and end your turn.

Do as much legitimate business in your turn as you can and want.

Legitimate Business:



Not Legitimate Business:



Plundering:

To plunder, you must discard a pirate ship from your hand. Take any card in play from another player and move it into play in front of you. Add cards from your hand to make a legitimate run or set.

Unlike doing legitimate business, you don't have to worry about leaving the other player's run or set intact. When you plunder, you can leave their business in disarray!

Do as much plundering in your turn as you can and want.

Plunder:



During Your Turn:

During your turn, you can play in directly, do legitimate business, and plunder, as much as you want and can, mixing them freely, in any order you choose. You can also play no cards, if you want or can't, just drawing your card and passing your turn immediately to the next player.

At the End of Your Turn:

At the end of your turn, if you have any illegitimate cards in play in front of you, pick them up into your hand.

In the example above, on their turn, Player 1 has the chance to fix their 2-card set, either by plundering the blue 6 back from you or by finding other homes for the red 6 and the yellow 6. If they can't do it, they have to pick the red 6 and the yellow 6 up into their hand.

Ending the Game:

Keep playing until one player empties all the cards from their hand. That player wins!

If you empty your hand down to only pirate ships, you can discard them all at once and win that way.

The End.

Thanks for playing!

Using Standard Playing Cards:

If you're using standard playing cards, you'll need 2 full decks plus 4 additional face cards or jokers, for a total of 112 cards. For the additional cards, it doesn't matter whether they're face cards or jokers, and suit doesn't matter either.

In this case:

- **Rank cards** count as number cards, as valuable goods.
- **Aces** count as 1s.
- **The suits** count as the colors.
- **Face cards and jokers** count as action cards, as pirate ships.

Pirate Rummy: a Family Card Game.

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In memory of VeeaLynn Baker.

a lumpy game.