

Rummy Five

"Big Eight" Variant

For 3-4 players / 10 min. / 10+

"Big Eight" is an official variant of Rummy Five, 2 decks of which are used in play. Some rule changes, such as the number of cards dealt in hand increased to 7 (thus 8 cards are required for going out), a little more severe restrictions for going out, and many additional combinations, will impart a great depth to the game!

✦ Rule Changes

- ◆ This variant is for 3-4 players. (2-player game might be possible but too long to play.)
- ◆ 2 decks of Rummy Five cards are used, 64 cards in total. Shuffle all 64 cards and deal 7 cards to each player.
- ◆ The hand always consists of 7 cards, and for going out, you should make a Pair, a Run/Set, and another Run/Set with 8 cards. This means, you can call "Run" and/or "Set" call twice in a deal.
- ◆ A pair, including [L-L] pair, must be of the same suit.
- ◆ *Your 8-card combination must score at least 2 points.* You cannot win only by "Go" call (for it scores only 1 point); also, Point of the Dealer or the points on the table cannot be used for going out because they will be scored only when you make a valid 2-point hand, similarly as in the basic game. In other words, you must have at least 2 Points of Special Combination, or 1 Point of Go and 1 Point of Combination when going out.
- ◆ "Big Eight" includes 19 Combinations in total. Combinations from the basic game have been changed a little, Wedge is omitted, and 9 combinations are newly added.

✦ Special Combinations

SCEPTER (1 PT)

Complete a hand with a Pair of [L-L].

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COVERT (1 PT)

Complete a hand only by the self-draw (not calling "Catch", "Run" or "Set").

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MANEUVER (1 PT)

Complete a hand without an [s].

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HAWKEYE (1 PT)

Draw or catch an [A] or [B] as the 5th card of the completed hand.

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AMBUSH (1 PT)

Complete a hand with the last card of the deck or the last card discarded in that deal.

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SCUTA (2 PT)

Complete a hand with 2 sets.

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STAGGERED (2 PT)

Complete a hand with 2 sets of different suits and the same rank.

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FLUSH (2 PT)

Complete a hand of one suit.

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PHALANX (2 PT)

Complete a hand with [s-s-s-s] of one suit and a Run or Set.

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DIAMOND (2 PT)

Complete a hand with 4 Pairs, all of which are different. You cannot make this combination once you call "Run" or "Set".

LEGIO (4 PT)

Complete a hand with Black [C-C] and [s-s], Red [C-C] and [s-s]. You cannot make this combination once you call "Run" or "Set".

ECHELON (4 PT)

Complete a hand with [A-B-C] [J-K-L] [s-s], all of one suit.

VIC (4 PT)

Complete a hand with 2 identical Runs (of one suit).

DRAGOON (6 PT)

Complete a hand with Pairs of [A-A] [B-B] [C-C] and [s-s], all of one suit. A-B-C cards of this combination are not treated as a Run, so you cannot make this combination once you call "Run" or "Set".

TESTUDO (6 PT)

Complete a hand with a Pair of [L-L] and 2 Sets of [s-s-s], all of one suit.

ROYALS (8 PT)

Complete a hand with [L-L] [J-J-J] [K-K-K], all of one suit.

REVOLUTION (8 PT)

Complete a hand with [s-s-s-s-s-s-s] of one suit.

HAREM (16 PT)

Complete a hand with Black [L-L] and [J-J], Red [L-L] and [J-J]. You cannot make this combination once you call "Run" or "Set".

LIGHTNING (16 PT)

Complete a hand by self-draw on your first turn. Once any player calls "Run" or "Set", **all players** are no longer entitled to make Lightning.

"Big Eight" Variant is an arrangement of 64-piece Xiangqi Mahjong (Chinese Chess Rummy) rules.

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