

# Rummy Five

ラミーファイブ

A card game for 2-4 players  
10+ / 5 min.

## RULEBOOK

### Components

32 Game Cards

2 suits (black/red) s (x5), A•B•C•J•K (x2 each), L (x1)

4 Special Hands Summary Cards

1 Rulebook

Note: Game chips, not included in the game,  
are necessary for scoring (30 points per player, for example).

### Game Card



A card rank is shown at each corner of the card.

Represents a suit  
(★ for black, ☀ for red)  
at each corner of the card.

The number of ♣ represents  
how many cards of the same  
suit and rank are in the deck,  
shown at the top and bottom  
of the card.

## Preparation

1. Each player receives a special hands summary.
2. Choose a dealer, who shuffles the deck of 32 game cards (or simply *cards* hereafter) and deals a hand of four cards to each player. The remainder of the deck is placed face down to form a pile.



## Object of the Game

During play, each player has a hand of four cards, plus one drawn from the deck or discarded by other players. Your main goal is to go out forming these five cards into a combination of *A Pair* (2 cards) and *A Run* or *A Set* (3 cards, also called a trio).

*A Pair* - 2 identical cards (of the same suit and rank), or [L-L] Pair (of different suit).

*A Run* - [A-B-C] or [J-K-L] of the same suit (Note: Cards like [A-A-B] do not compose a run).

*A Set* - [s-s-s] of the same suit.

## Course of Play

1. The dealer takes turn first, and the play continues clockwise. On your turn, draw the top card from the deck into your hand, and discard one from your hand face up onto the table in front of you, then turn passes. All discards should be visible to others.
2. You can declare four kinds of calls. On your turn, you can call *"Go"*. On other players' discard, you can call *"Catch"*, *"Run"* or *"Set"* (see **Calling** section).
3. Play continues until any player goes out, or the last card is drawn from the deck and the last discard is exposed. A player who goes out is the winner, or there is no winner if no one has gone out. If you would like to play several deals, the dealer switches to the left if they lose, or the extra deal is played with the same dealer if they win or there is no winner. We recommend that each player takes the position of dealer twice or more.

## Going Out

For going out, you should complete your hand with 5-card combination, by drawing a card on your turn (self-draw win) or using other players' discard (discarded-win, for which you are required to call *"Catch"*). **Moreover, your 5-hand combination must score at least 1 point by either:**

- (1) *"Go"* Call In Advance, or
- (2) Making A Special Combination (see **Special Combinations** section).

If you have not called *"Go"* on your previous turns and your hand does not form any special combination, you cannot go out even though 5-card combination is formed. In both cases, you should declare to go out, showing your hand completed.

## Calling

### On your turn

#### "Go"

You can call *"Go"* whenever your hand is just one card away from completing, so that you are allowed to go out when your hand is completed.

After calling, you expose your discard turning sideways (showing the timing of call) and pay 1 point to the table. Once you call *"Go"*, you can no longer change your 4-card hand. In other words, you must always discard what you have just drawn, until the hand is completed.

If you already have called *"Run"* or *"Set"*, you cannot call *"Go"*.

### On other players' discard

The following three calls are declarable **only to the most recent discard**, so as soon as the turn passes, that discard is no longer called. If two or more players have simultaneously called, *"Catch"* precedes other two. For two or more calls of *"Catch"*, or two or more of *"Run"* / *"Set"*, whoever is closer to the turn player in clockwise direction precedes.

#### "Catch"

You can call *"Catch"* to any player as soon as their discard with your hand forms a 5-card combination, so that you go out immediately. Of course, you must have called *"Go"* in advance or make any of special combinations, like the self-draw win.

A discard to which you call *"Catch"* **must not be the same card as you have already discarded**. In addition, if you pass on a discard you can catch, you will not be able to call on the same card until your next turn ends.

#### "Run" and "Set"

You can call *"Set"* to any player when their discard forms a Set with 2 cards of your hand. You can call *"Run"* similarly, **but only to the player to your right side**, when their discard forms a Run with 2 cards of your hand.

You take that discard to expose a trio in front of you, apart from other discards. You can no longer discard from that trio. Then you discard one from remaining 2 cards, and turn passes clockwise. Accordingly, when *"Set"* is called, some player's turn might be skipped.

Once you call *"Run"* or *"Set"*, you cannot call *"Go"*. You are required to make a special combination to go out.

## Special Combinations

When your hand forms one or more special combinations below, you can go out without calling *"Go"*. All overlapping combinations can count to the score.

### Covert (1 pt)

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

### Flush (1 pt)

Complete a hand of one suit.

### Maneuver (1 pt)

Complete a hand without an [s].

### Hawkeye (1 pt)

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

### Ambush (1 pt)

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

### Legio (2 pt)

Complete a hand with [C-C-s-s-s] of one suit. [C] and [s] are of the same suit.

### Testudo (2 pt)

Complete a hand with a Pair of [L-L] and a Run of [s-s-s].

### Wedge (3 pt)

Complete a hand with a Pair of [L-L] and a Run of [A-B-C].

### Phalanx (6 pt)

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

### Royals (6 pt)

Complete a hand with [J-J-K-K-L] of one suit. This combination does not follow the ordinary Pair-Trio pattern, so once you call *"Run"* or *"Set"* you are no longer entitled to make Royals.

### Lightning (6 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.

## Scoring

After predetermined numbers of deals are played or any player run out of all their points, the player who has the highest total points will win the game.

The scoring for each deal is as follows:

### If there is a winner

The winner first receives all points on the table (including points the winner has paid).

Then the winner's hand points are summed up, which consist of:

- 1) Point of Go (1 point, only when you called "Go" and won. Do not mix up with the 1 point paid by "Go" call on the table.)
- 2) Points of Special Combination (vary by combination)
- 3) Points of the Dealer (number of consecutive deals you played as the dealer)

In case of discarded-win by "Catch", only the discarded player pays the sum to the winner. In case of self-draw win, each player pays to the winner the divided value of that sum by the number of players but the winner, rounded up. In both cases, the dealer who lost pays 1 extra point to the winner.

*Ex.) 3-player game and Carol is the dealer. Ashley and Benjamin have called "Go" and Ashley has won by self-draw. She receives 2 points on the table, paid by two "Go" calls.*

*The payments are as follows. Ashley called "Go" and made two combinations, Covert and Unified, so her hand points are summed up to 3. Benjamin pays 2 points (3/2 = 1.5 points, rounded up), and Carol pays 3 points (2 as Benjamin paid + 1 as the dealer), to Ashley.*

### If Draw (no one wins)

Each player pays 1 point to the table, except who has made their hand just one card away from completing ("Go" need not be called). All points on the table, including "Go" call points, will be carried over to the next deal.

## Accidental

When you mistakenly call "Catch", "Run" or "Set" though you are not entitled to call, you must pay 1 point to all other players, return your disclosed hand, and play continues. For mistaken "Go" call, you need not pay a point but you can no longer change your hand as usual, so you cannot go out in that deal.

## Q & A

**Q. Can I call "Catch" to a card that is of the same rank but the different suit as that I discarded?**

A. Yes, you can. The two cards of different suits are not the same, so you can use that card to complete a hand.

**Q. Is there a "Pair" call like "Run" or "Set"?**

A. No. You can make a pair with other player's discard only by "Catch".

**Q. Am I obliged to call "Go" whenever possible?**

A. No, you can choose not to call. Similarly, you can choose not to call "Catch", "Run", or "Set". Especially, "Run" and "Set" might reduce your opportunity to win, so keeping silence is a strategy.

**Q. I have won once as the dealer, then lost, then won this deal again as the dealer. How many do my Points of the Dealer count?**

A. One, not two. You once have lost as the dealer so your latest consecutive deal count as the dealer is 1.

Rummy Five is a transcription of Xiangqi Mahjong (Chinese Chess Rummy), a Taiwanese traditional game.

©2018 design ALLOTMENT / Tarte Games

Contact us:

[tartegamestokyo@gmail.com](mailto:tartegamestokyo@gmail.com)

For more information:

[tartegames.com/rummyfive/](http://tartegames.com/rummyfive/)

First Published on November 24, 2018

Printed by Man-In-Do Co., Ltd.

Graphic Design: Sai Beppu [@allotment31](https://twitter.com/allotment31)

Development & Rule Writing: Kazuma Suzuki [@\\_kazuma0221](https://twitter.com/_kazuma0221)

We express special gratitude to: Takuma Ito (Soten-Shison-Do)

Playtesters: Hiromi Ikeda, Kenjiro Ito, Saka,

Yukiko Suzuki, Torikkuma (alphabetical order)



@TarteGames

## BONUS GAME!

# Octablitz

A trick-taking game for 3-4 players / 10+ / 5 min.

## Preparation

1. Each player receives chips of 30 points.
2. For 3 players, use 30 cards (a red [s] and a black [s] removed). For 4 players, use all 32 cards.
2. Choose a dealer, who shuffles the deck and deals all cards equally to each player.

## Course of Play

A deal consists of at most 10 tricks for 3 players, 8 tricks for 4 players. The play continues clockwise.

The dealer leads to the first trick. The leading player plays 1 to 5 cards face up on the table, who can choose to play one of the following combination:

- A single card;
- 2 to 5 cards of the same suit and rank (*two [L-L] cannot be played as a pair*); or
- A Run of 3 cards: [A-B-C] or [J-K-L] of the same suit.

The following players play the same number of cards. They can play cards face up **only if the cards are of THE SAME KIND OF COMBINATION and STRONGER THAN EVERY OTHERS** (see **Card Rank** section). If they cannot or do not wish to do so, they should play the cards face down.

*Note: 3 identical cards like [s-s-s] and a run like [A-B-C] are different combinations.*

After all players have played the same number of cards, who played the strongest combination wins a trick and receives cards the trick winner just played, face-up, putting on the table. All other cards are discarded face down. The previous trick's winner leads to the next trick, and so on, until the deal ends when all players run out of their hands. When a single card is led to the last trick, a player who has not taken a trick must play face down, only to lose. **The last trick's winner wins the deal.**

## Card Rank

For each of the same-ranked combinations, red (♥) beats black (♠). For two identical combinations, the first one played wins (so the second one will be played face down).

Combinations rank from low to high:

**Single:** s < A < B < C < J < K < L (and likewise for 2-5 cards)

**Run:** Black[A-B-C] < Red[A-B-C] < Black[J-K-L] < Red[J-K-L]

## Scoring

All players, except the deal's winner, have Base Points: 5 points for 3-player game, 4 points for 4-player game. They each pay points of (Base Points minus the number of cards taken) to the deal's winner. If they did not take a trick, they should pay 1 extra point. If the number of cards they took is more than the base points, they receive points of (the number of cards taken minus Base Points) from the deal's winner. All cards taken by the deal's winner does not count.

When playing several deals, the last deal's winner is called General for the next deal and leads to the opening trick. All points given to/from the General are doubled in that deal. If the General wins the deal again, all points to/from the General on the next deal are tripled, quadrupled, and so on.

Octablitz is a transcription of Giog, a traditional trick-taking game in North China.

