

MUMMY RUMMY (RUMMIKUB)

Dare you take on the curse of the mummy in an exciting game of Rummikub? Wrap yourself in strategy as you make the perfect combinations and mummify your opponents! Who will be the first to lay down their cards and evade the curse of the mummy?

PLAYERS
2-4 people



GOAL

Make sets of at least 3 cards, consisting of rows (consecutive numbers of the same color) or groups (identical numbers in different colors).

PREPARATION

Shuffle the cards and deal 10 cards per player (7 cards for 4 players). Place the remaining cards as a draw pile in the middle.



TURN

Start: On your first turn, put down one or more sets with a total value of at least 30 points (monster cards are worth 10 points).

After Start: Form new sets, add cards to existing sets, or rearrange sets. Don't see an opportunity to lay down? Draw a card from the draw pile.

WEREWOLF

The Werewolf can replace any card, but may be swapped later with the appropriate card.



END OF GAME

The game ends when a player has played away all their cards.