

RUMMYLIX

In french: RAMILIX

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PLAY WITH: The two full alphabets (one pink and one blue) 7 stars, 3 firecrackers, and the 4 purple and orange ABCD cards. The color of the cards doesn't matter. Pen and paper to keep score.

***FIRST** read the Toutilix basic principles!

OBJECT: Get rid of your cards by forming matched sets (melds).

SET UP: Shuffle the deck and deal 7 cards to each player. Look at your cards but keep them secret. The rest of the cards go face down into a draw pile. Turn over the 1st card next to the draw pile to form a discard pile.

HOW TO PLAY: Each turn has 3 steps: 1/ Draw 2/ Play or Pick up 3/ Discard.

THE YOUNGEST PLAYER STARTS:

1/ Draw the 1st card from the top of the draw pile or the discard pile.

2/ Lay cards on the table if you can (see below for the melding rules).

3/ Discard 1 card from your hand by adding it face up to the discard pile.

HOW AND WHEN TO PLAY MELDS:

The 1st time, you must play at least 1 run of 5 consecutive letters or 2 runs of 3 consecutive letters.

For example: **MNOPQ** or **XYZAB** or **GHI + KLM**

NEXT, on the same turn or later on, you can add cards in 2 different ways:

-One by one, adding one or more cards before or after melds already on the table.

-In runs of at least 3 cards.

Once you've laid down your first meld, you can add cards from your hand to another player's melds. But you can't move anyone else's cards around.

Star: Stands in for all the letters. You can take a star that is part of a meld, either from your meld or from another player's meld AS LONG AS you have already played a meld. You exchange the star for the letter it represents, but only if it comes from your hand. You must immediately add this star to a meld anywhere on the table.

Firecracker: Blocks the card it's placed next to. A firecracker on each side of a run blocks it completely. You can lay it down next to your cards. The only way to remove a firecracker is to put a star on top of it. Set both the star and firecracker aside.

If you run out of cards, draw 7 more and keep playing.

When the draw pile runs out, turn over the discard pile face down to create a new draw pile.

Play continues until someone plays their last card. They take the cards remaining in the other players' hands to earn more points.

Scoring:

letter = 1 point; star = 5 points; firecracker = 5 points.

Play as many hands as there are players.

THE WINNER is the one with the most points.