

ANIMAL RUMMY

Card Game Instructions

CONTENTS

48 Playing Cards

OBJECT OF THE GAME

Be the first player to play all the cards in his/her hand by making matching sets (3 or more cards of the same animal or 3 or more cards of the same color border.)

SETTING UP THE GAME

One player shuffles the cards and deals 7 cards (for 2 to 4 players) or 6 cards (for 5 to 6 players) face down to each player. The remaining cards are placed in the middle of the table as a draw pile. The dealer turns the top card over and places it face up next to the draw pile to form a discard pile.

PLAYING THE GAME

The youngest player goes first by drawing one card from either the draw pile or discard pile. If the player can make a set, he/she lays it face up on the table. The player may also choose to hold his/her cards and play them on a later turn.

The first player ends his/her turn (whether a set is played or not) by discarding a card from his/her hand to the discard pile.

The player to his/her left goes next and draws the top card from either the discarded pile or the draw pile. If the player can make a set, he/she can choose to lay it out on the table. This player's turn ends by discarding a card from his/her hand. On later turns, a player may add to any set that he/she previously laid on the table.

Play continues to the left, with players playing sets, or adding to their existing sets. If the draw pile is used up, keep the top card of the discard pile and shuffle the others to create a new draw pile.

WINNING THE GAME

The first player to lay down his/her last card (either in a set or on the discard pile) wins the game. If the discard and draw piles are used up and no player has gone out, then the player with the fewest cards left in his/her hand wins.

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