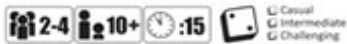


RUM



Watch and learn to play in 3 minutes at:

www.packogame.com/rum

THE OBJECT: RUM is a set-collecting game of "Press-your-luck" in which players play sets of rum bottles for valuable Captain Cards to win the game!

30 Cards:

21 Rum Cards

7 Captain Cards

1 Castaway Clock

1 Parrot



These cards are 2-sided, with values from 1-8. Their orientation represents their current value.



SETUP:

- Choose a Dealer to perform these **SETUP** steps.
- Place the 7 Captain Cards and Castaway Clock in a row in the playing area so that the "1" (and Parrot on the Castaway Clock) is oriented at the top edge of the cards across the row. (See **EXAMPLE SETUP** below)
- Set aside the Parrot Card, then mix the 21 Rum Cards together in a flat pile (face down) to create the "Shipwreck". (See "Shipwreck" below)
- Flip 3 Rum Cards face up to create the "Beach". Rotate all 3 so the single bottle sides are all oriented at the top of the cards. This will be done to any face up cards that are added to the Beach during in the game. (See "Beach" below)
- All players draw 1 card from the Shipwreck to create their starting hand.
- Add the Parrot Card (face down) to the Shipwreck and mix them up. *Note: Whenever cards are placed back into the Shipwreck, mix (shuffle) the cards together before the next player takes his turn.*
- The player to the left of the Dealer is the Start Player.

EXAMPLE SETUP FOR 3 PLAYERS



The Parrot has been mixed in with the Rum Cards in the Shipwreck

PLAYING THE GAME: RUM is a quick-playing game in which you'll play sets of bottles in order to gain control of Captain Cards worth points (if controlled at the end of the game.) Captain Cards may change controllers if an opponent plays a larger set. The Parrot will force players to discard Rum Cards back to the Shipwreck. Players perform 1 Action per turn in clockwise direction. The game ends when a player reaches a set amount of points (see **GAME END**) OR the Castaway Clock is rotated to the Pirate Ship (8th position).

GAME TURN:

On your turn, you **must** perform one of the following Actions:

1. Draw A Card in either one of two ways:

- Draw a Rum Card from the Beach (which may be face up or down) and add it to your hand. Then, replace the empty Beach slot with a **face down** card from the Shipwreck.
- Draw a Rum Card from the Shipwreck and add it to your hand.

2. Play A Set:

Play at least 1 Rum Card from your hand to form a set of bottles and gain control of at least 1 Captain Card.

PLAYING A SET: Captain Cards and Rum Cards have **different values based on how the card is oriented**. When playing a set, Rum Cards may be played in either orientation. Only the top side of the card (which could be rotated to show either 2 bottles or 1 bottle) will count toward the total of a set.

Captain Cards begin with a value of '1'. When controlled by a player, the current value should be at the top edge, as viewed by the player. To play a set, you **MUST** be able to gain at least 1 Captain Card by playing a **set that is greater than the current value of the matching Captain Card**. Place the Captain Card in front of you, with the number of bottles in the set just played at the top edge, as viewed by you. You may play multiple sets to gain and increase several Captain Cards on one turn. You are not required to play all cards from your hand when playing a set. Bottles that cannot be used in a set are ignored. Cards played from your hand are mixed back into the Shipwreck.



2 Green bottles is enough to steal the Captain Card at '1'. Now it is set to '2'.



THE BEACH: An additional aspect to the Beach, other than a row to draw from, is that the **single bottles on the Beach Cards are communal** and considered to be in all players' hands. A player may include any of the single bottles on the Beach Cards (opposing the 2 bottles on each card's opposite side), when playing a set to gain a Captain Card. When a player wants to include single bottles from the Beach as part of his set, he simply indicates to his opponents which are needed when playing a set. Any Beach Cards used for communal single bottles are left as they were, face up.

A RUM TRIO SET: A 'Rum Trio' is a set of the 3 single bottles of a specific color, which can be played for greater effect. A player may play the set of 3 single bottles of a specific color to steal the matching colored Captain Card, regardless of its current value. Then, the value on the **Captain Card is increased by 2**. A Rum Trio may include Beach Cards and may be played along side other separate sets on a single turn. **NOTE: There are only 3 single bottles of each color in the game.**

A player may increase a Captain Card already in his possession (playing a natural set or a Rum Trio). A Captain Card may be stolen while at '8+' by playing a set of 9 or more bottles (or a Rum Trio), but the value does not increase.

EXAMPLE:



AFTER: Player A has 13 points after his turn. The **YELLOW** Captain Card was increased to '4'. The **BLUE** Captain Card was stolen from the "Game/Non-player" and increased to '2'. The **GREEN** Captain Card was stolen and increased by 2, to '7'. All new values are at the top edge of the Captain Cards, facing Player A.

PARROT AND CASTAWAY CLOCK: If the Active Player draws the Parrot from the Shipwreck or Beach (face down), he reveals it to all players. Then, he **discards** from his hand (to the Shipwreck) the amount of cards (not including the Parrot) shown in the center of the Castaway Clock (either 2 cards or 3 cards). Finally, the Parrot is discarded back to the Shipwreck and the Castaway Clock is increased (rotated to signify the next highest value). **ALSO: As soon as the last card is taken from the Shipwreck**, drawn or used to refill the Beach (which may be the Parrot), **the player(s) with the most Rum Cards in their hand, discard all their cards back to the Shipwreck**. The Parrot is not included when counting total cards held and the Parrot's effect is ignored in this discarding action. Finally, the Castaway Clock is increased and play continues.

THE TIDE: Immediately after the turn in which **ALL 3 cards on the Beach are FACE DOWN**, "the tide washes in new bottles." **Immediately, all 3 cards on the Beach are flipped over**. If the Parrot is revealed, **ALL PLAYERS** discard the amount shown on the Castaway Clock. Then, the Castaway Clock is increased by 1. After discarding, the Parrot is mixed back into the Shipwreck. Then the empty Beach slot is replaced with a card (face up) from the Shipwreck (if the Parrot is revealed, repeat the previously described action). If a **Rum Trio appears on the Beach**, it is wiped away by the Tide immediately. All 3 cards are mixed back into the Shipwreck, then 3 new cards refill the Beach. In either case of a Tide, if a Parrot is revealed on the Beach, the Castaway Clock takes effect.

GAME END:

- The game ends in 1 of 2 ways:
- A player's score is at or above the winning points goal, according to the chart to the right.
 - The Parrot is revealed while the Castaway Clock is at "7".

Points To Win:	
2 Players:	21 Points
3 Players:	18 Points
4 Players:	15 Points

The player with the most points is the winner!

In the case of a tie, the winner is the player with the most Captain Cards. If still tied, the winner is the player with the highest value on a Captain Card.

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THANKS TO: Jenn Handy, Ryan Cowler, The Sartains, The Widmans, The Paradieses, Andrew Postma, John McCloud, and Paul Butler.