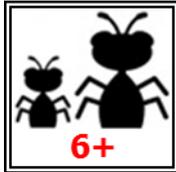




NumBugz[®] Rules



RumBugz



RumBugz is a sequencing game – Rummy with NumBugz

Aim of the game: To be the first to lay down **ALL 4** required Sequences AND get rid of all your remaining Bugz

Players: 2 to 6

The 4 required Sequences:

- Single – a run of Bugz with only 1 difference: e.g: 2,3,4,5 or 9,10,11,12
- Double - a run of Bugz with 2 difference: e.g: 2,4,6,8 or 5,7,9,11
- Triple - a run of Bugz with 3 difference: e.g: 3,6,9,12 or 1,4,7,10
- Match - Bugz of matching value: e.g: 3,3,3,3 or 8,8,8,8

A Sequence must contain at least 4 Bugz (from any set) but can be longer.

When laying a Sequence, a PLYT Bug can be used as any number you choose from 1-12

Who goes first: Each player pulls a random Bug from the bag and the player with the highest number goes first.

Playing the Game: Each player randomly takes a total of 6 Bugz from the bag and turns them number face up in the palm of their hand (or on the table) so opponents can't see.

- The first player pulls another Bug from the bag and adds it to their hand
 - If they can make a Sequence, they lay it down on the table in front them and choose one of the remaining Bugz in their hand to discard into the centre pile. They then take another 4 replacement Bugz from the Bag
 - If they can't lay down a Sequence, they discard one Bug from their hand into the centre pile
- Play then moves to the next player (clockwise), who can decide whether to pull a random Bug from the bag, or take the last Bug from the discarded pile. They then follow the same process as above.
- Play continues, with each player trying to lay down ALL 4 Sequences (in any order).
 - When a player lays down their final Sequence, they don't take 4 replacement Bugz but instead try to get rid of any remaining Bugz in their hand by adding to existing Sequences or creating more.*



Winning the game: The first player to lay down ALL 4 Sequences and empty their hand wins the round. The losers add up the value of the tiles they're still holding in their hand, and that score is awarded to the winner. At the end of a number of rounds the player with the highest score wins.

Bidding (3 or more players): If another player wants the last discarded Bug when it is not their turn, they must shout "bid" before the next player has started their turn. If the next player doesn't want it, they can allow the "bidder" to take the discarded bug plus an additional Bug from the Bag (ie. their hand increases by 2 Bugz). The next player would then continue with their turn as described above.

Changing Sequences: On your turn, **if you have already laid down at least one Sequence**, you can modify any other Sequence on the table – provided you maintain its integrity. e.g.

- A 3,4,5,6 Sequence exists on the table – you take a 7 from your hand and remove the 3 leaving a new Sequence of 4,5,6,7 (still a Single Sequence)
- A 3,6,9,PLYT Triple Sequence exists on the table – you replace the PLYT with a 12

You can then use the removed Bug immediately to create another Sequence or retain it in your hand

* **Adding to Sequences:** Once you have laid down all 4 Sequences, you will need to add your remaining Bugz to existing Sequences or form new ones in order to win - but you must maintain the integrity of the Sequence e.g.

- You add an 8 to a 4,5,6,7 single Sequence
- You add a 10 to a 10,10,10,10 match Sequence