

ATOM DUEL RUMMY

GAME DESIGNER UUS MAAILM

PLAYERS: 2-4

TIME TO PLAY: 15 MINUTES

AGES: 5 +

OBJECTIVE: Score the most points by creating tricks



RULES

Players are dealt 9 cards. They attempt to make tricks of the same color card, string of consecutive numbers, or special combination. Each trick is worth a certain amount of points.

3 of Same Color: 1 point

String of consecutive numbers: 2 points

Same color and string of consecutive numbers: 4 points

Gold, Silver, Copper: 3 points

Gold, Silver Copper, Platinum: 4 points

Big Bang(Hydrogen, Helium, Lithium): 3 points

Players draw one card from the deck and discard one card. If they get a trick they put the trick down face up in front of them. If a player puts down a trick they still must discard one card.

Hand Replenishment. There are two ways to play in regards to replenishing your hand

Easy Play:

Players replenish their hand to 9 cards anytime they put down a trick.

Hard Play: Players must put down or discard all of their cards to receive another hand of 9 cards

Once the deck of cards has been finished, players may put down any pairs of cards they have, i.e. two Actinides, for one point each. Any cards left over in the hand will subtract -.5 points from each player's total.

The player with the most points wins the game