

## FRUSTRATION RUMMY

### **Set Up:**

13 Cards to each player, for a game with 5 or 6 players we recommend using 3 decks to speed up play and enjoyment of the game. Place the rest of the deck in the center of the table to make a draw deck and flip one card over to form a discard pile. Jokers and 2's are wild cards. Aces can be high or low for Runs

### **Play:**

All Players must attempt to complete the 14 contracts in order of how they are listed. A player may only complete one contract per round.

Starting with the player to the left of the dealer and continuing clockwise each player may either draw the top card of the deck or the top card of the discard pile. If the deck runs out reshuffle the discard pile except for the top card and make a new draw deck

The Player who played first will become the dealer for the next round

If a Player has all of the cards to complete a contract they may lay them down on their turn.

You may never have more wild cards than natural cards in a contract set or run. For example for a set of 3 you could have two fives and Joker but not 2 Jokers and a 5. 2's are always wild. If you were making a run of A, 2, 3, 4 the 2 would be considered wild for purposes of not more wild than natural cards.

For Runs they must all be of the same suit.

When you have completed all your moves you must discard a card.

### **Ending a Round:**

A Round ends when one player goes out. They have completed their contract and laid down all their cards and have one left for a final discard.

After a player has completed their contract they can get rid of the extra cards in their hands by adding to the table.

They may make extra sets of 3 or more. They may make extra runs of 4 or more

They may add to an existing set of their own or of an opponent that has already completed their contract. Example: Player 1 has a 5 in their hand, Player 2 has completed their contract and has a set of 5's on the table. Player 1 may add his 5 to player 2's set of 5's.

They may add to an existing run of their own or of an opponent that has already completed their contract.

Example: Player 1 has the 5 of Diamonds, Player 2 has a run of the 6,7,8,9 and 10 of Diamonds. Player 1 may add his 5 of Diamonds to the end of the Player 2's run.

They may play wild cards to any sets or runs as long as it does not break the rule of more wild cards than natural cards for the run or set.

Once a player has gone out the round ends. Any players that have met their contract move on to the next contract. Any players that have not met their contract remain on their current contract.

First player to go out on Contract 14 wins.

### **The objective of the game is to be the first to complete all 14 Contracts in order as listed on the board.**

2 to 6 players

2 Decks of Cards including Jokers, we suggest using 3 Decks for 5 or 6 players to speed up the games

Deal 13 Cards to each player

Place the rest of the deck in the center of the table to make a draw deck and flip one card over to form a discard pile.

Jokers and 2's are wild cards. Aces can be high or low for Runs

### **Sets and Runs**

**Set** - a group of cards of the same value. The contract will tell you how many sets you need and how big the sets need to be.

**Run** - a group of cards of the same suit in a row. The contract will tell you how many runs you need and how long the runs need to be.

### **Play**

All Players must attempt to complete the 14 contracts in order of how they are listed.

A player may only complete one contract per round and only the contract they are currently on.

Starting with the player to the left of the dealer and continuing clockwise each player may either draw the top card of the deck or the top card of the discard pile.

If the deck runs out reshuffle the discard pile except for the top card and make a new draw deck

If a Player has **all** the cards to complete a contract they may lay them down on the table on their turn. They may still have extra cards in their hand (See ending a round on how to discard them)

When they have completed all their moves they **must** discard a card.

### **You may never have more wild cards than natural cards in a contract set or run.**

For example, for a set of 3 you could have two fives and Joker but not 2 Jokers and a 5. 2's are always wild. If you were making a run of A, 2, 3, 4 the 2 would be considered wild for purposes of wild vs natural cards. For Runs they must all be of the same suit.

### **Ending a Round**

A Round ends when one player goes out.

**To Go Out** - they must have completed and laid down their current contract and laid down all their extra cards and have one card left for a final discard.

After a player has completed and laid down their contract, they can get rid of the extra cards in their hands by adding to the table.

They may make extra sets of 3 or more

They may make extra runs of 3 or more (same suit)

They may add to an existing set of their own or of an opponent that has already completed their contract. Example: Player 1 has a 5 in their hand, Player 2 has completed their contract and has a set of 5's on the table. Player 1 may add his 5 to player 2's set of 5's.

They may add to an existing run of their own or of an opponent that has already completed their contract.

Example: Player 1 has the 5 of Diamonds, Player 2 has a run of the 6,7,8,9 and 10 of Diamonds. Player 1 may add his 5 of Diamonds to the end of the Player 2's run.

They may play wild cards to any sets or runs if it does not break the rule of more wild cards to natural cards for the contract they are laying on.

Once a player has laid down his contract, laid down any extra cards and discarded his last card, the round ends then.

Any players that have met their contract move on to the next contract.

Any players that have not met their contract remain on their current contract.

The player who played first will become the dealer for the next round

First player to go out on Contract 14 wins.

For a shorter game you can select a different finishing contract (example, playing to contract 7)

This must be decided at the beginning of the game

Some players keep a score of the cards left in each player's hands at the end of a round and tally them. At the end of the game, the player with the highest score. If you want to keep score, the remaining cards in your hands have the following value. The person with the lowest

Cards	Points
3, 4, 5, 6, 7, 8, 9	5
10, J, Q, K	10
Ace	15
2, Joker	50

## **FRUSTRATION RUMMY**

**L'objectif du jeu est d'être le premier à remplir les 14 contrats dans l'ordre qui sont énumérés sur le plateau**

2 à 6 joueurs

2 paquets de cartes, y compris les jokers. Nous suggérons d'utiliser 3 paquets pour 5 ou 6 joueurs pour accélérer le jeu.

Distribuez 13 cartes à chaque joueur.

Placez le reste du jeu au centre de la table pour former une pioche et retournez une carte pour former une défausse.

Les jokers et les 2 sont frimés. Les as peuvent être utilisés comme 1 ou 14.

### **Jeux et Suites**

**Jeu** - groupe de cartes de même valeur. Le contrat vous indiquera le nombre de jeux dont vous avez besoin et leurs tailles.

**Suite** - un groupe de cartes consécutives de la même sorte. Le contrat vous indiquera le nombre de suites et leurs longueurs.

### **Déroulement de la partie**

Tous les joueurs doivent tenter de remplir les 14 contrats dans l'ordre énuméré.

Un joueur ne peut remplir qu'un seul contrat par tour et uniquement celui sur lequel il se trouve.

En commençant par le joueur à gauche du donneur et en continuant dans le sens des aiguilles d'une montre, chaque joueur peut piger la carte supérieure de la pioche ou la carte supérieure de la pile de défausse.

Si la pioche est épuisée, mélangez la pile de défausse à l'exception de la carte supérieure et faire une nouvelle pioche.

Si un joueur a toutes les cartes pour compléter un contrat, il peut les déposer sur la table à son tour. Il peut encore avoir des cartes supplémentaires dans sa main (voir la fin d'un tour pour savoir comment les défausser).

**Vous ne pouvez jamais avoir plus de cartes frimées que de cartes naturelles dans un jeu ou une suite.**

Par exemple, pour un jeu de 3, vous pouvez avoir deux 5 et une frime, mais pas 2 frimes et un 5. Les 2 sont toujours des frimes. Si vous faites une série de A, 2, 3, 4, le 2 sera considéré comme un 2. Pour les suites, les cartes doivent toutes être de la même sorte.

### **Fin d'un tour**

Un tour se termine lorsqu'un joueur sort. Pour sortir - il doit avoir terminé et posé son contrat actuel et avoir déposé toutes ses cartes supplémentaires et qu'il ne lui reste plus qu'une carte pour la défausse finale.

Une fois qu'un joueur a terminé et déposé son contrat, il peut se départir des cartes supplémentaires qu'il a en main en les ajoutant à la table.

Il peut constituer des jeux supplémentaires de 3 cartes ou plus

Il peut constituer des suites supplémentaires de 3 cartes ou plus (même sorte).

Il peut ajouter des cartes à un jeu ou une suite existante, la sienne ou celle d'un adversaire qui a déjà rempli son contrat. Exemple : Le joueur 1 a un 5 dans sa main, le joueur 2 a complété son contrat et a un jeu de 5 sur la table. Le joueur 1 peut ajouter son 5 au jeu de 5 du joueur 2.

Ils peuvent ajouter à une série existante de leur propre main ou de celle d'un adversaire qui a déjà rempli son contrat.

Exemple : Le joueur 1 a le 5 de carreau, le joueur 2 a une série de 6, 7, 8, 9 et 10 de carreau. Le joueur 1 peut ajouter son 5 de carreau à la fin de la série du joueur 2.

Il est possible de jouer des frimes sur n'importe quelle jeu ou suite, à condition que cela n'enfreigne pas la règle qui veut qu'il y ait plus de frimes que de cartes naturelles pour le contrat sur lequel ils s'appuient.

Lorsqu'un joueur a posé son contrat, posé ses éventuelles cartes supplémentaires et défaussé sa dernière carte, le tour s'achève.

Les joueurs qui ont rempli leur contrat passent au contrat suivant.

Les joueurs qui n'ont pas rempli leur contrat restent sur leur contrat actuel.

Le joueur qui a joué en premier devient le donneur pour le prochain tour.

Le premier joueur à sortir du 14<sup>ième</sup> contrat gagne.

Pour une partie plus courte, vous pouvez choisir un contrat d'arrivée différent (par exemple, jouer jusqu'au 7<sup>ième</sup> contrat), ce qui doit être décidé au début de la partie.

Cartes	Points
3, 4, 5, 6, 7, 8, 9	5
10, J, Q, K	10
As	15
2, Joker	50