

Ruckus™

THE GAME OF TAKES AND DOUBLE-TAKES™

Ages 5 to Adult
2 - 5 players

CONTENTS

72 Ruckus Cards

OBJECT

To rid your hand of cards and score points by forming and stealing sets. The first player to reach 75 points wins the game.

SET UP/DEAL

- 1 Have a pen and paper on hand for scorekeeping.
- 2 The oldest player will be scorekeeper and will deal the first hand.
- 3 The Dealer shuffles the deck and deals each player seven cards, one at a time, face down.

continued

RUCKUS GAME PLAY

- 1 Look at your hand and immediately place all sets of two or more identical cards face up, in piles, on the table in front of you. All players must do the same. A set can never be kept in hand for later play or be broken up for any reason. The entire set must instantly be placed face up on the table.
- 2 Look to see if you can steal any of your opponents' sets. To do so, your hand must contain a *single* card that matches the set you wish to steal. Just place your card face up on top of the matching pile and move it in front of you to show that it is now yours.
- 3 Without taking turns, players steal at will and are free to make multiple steals before the next card is dealt. Stolen sets remain on the table, changing possession frequently as steal after steal occurs.
- 4 Once play is finished for the time being, the **Dealer** deals each player another card, face down. The pace should be brisk – even a slight pause in the action prompts the Dealer to add a new card to each player's hand, triggering another flurry of sets and steals.
- 5 With the new card in hand, immediately place any new sets face up on the table. If one of your new sets matches one of your existing sets, combine them into a single pile. In addition to stealing, *single* cards in your hand can also be used to build on your existing sets, as long as the card matches the set.
- 6 Once again, players steal at will, and any pause in the action prompts the Dealer to give each player another card, face down. **NOTE:** This sequence – a new card from the Dealer, followed by a flurry of sets and steals – is repeated until someone ends the round by going out.

Going Out: As soon as any player is down to one card in hand, he or she ends the round by quickly placing that card face down on the table and saying, “RUCKUS.” Play stops *immediately*, and cards remaining in other players’ hands count against them.

Scoring: Each player earns 1 point for every card in their sets on the table, and subtracts 1 point for every card that was still in their *hand* when the round ended. A **five-point bonus** is added to the score of the player who ended the hand by going out. The lowest possible score for a hand is zero (negative scores are not allowed).

Winning the Game: Scores are added to players’ running totals. The first player to reach 75 points is the winner. Otherwise, the deck is shuffled and a new hand dealt by the player to the left of the most recent dealer.

Strategy: Unlike sets, *single* cards can be kept in your hand for later play, even when they could have been used to steal. Sometimes it’s best to hold back and let someone else make the steal, positioning yourself to jump in and take the very same set a moment later. But wait too long and you risk someone going out, leaving you with extra cards in your hand to count against you.

You Can Never Steal a Set With a Set: For example, if two players both draw a pair of Happy Robots at the same time, both players have no choice but to put these sets face up on the table with their other sets. If, however, a third player has a single Happy Robot in hand, he or she is free to steal one or the other (but not both) of these sets.

Alternate Method of Going Out: A player can also end the round by playing the final card from their hand as part of a set or steal (rather than as a discard) and saying, “RUCKUS.”

continued

Options for shorter or longer games

- Play each hand of Ruckus as a stand-alone game
- Choose a point goal other than 75 points
- Play for a specified number of hands
- Play for a specified period of time

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