



Instructions for RODEO RUMMY™!
Visit us on the web at www.rodeorummy.com

Ages 8+
2 or More Players

About SQUARE SHOOTERS® Dice

- Square Shooters® is a full deck of cards on dice!
- Each die has 6 faces. Nine dice together have 54 faces – a complete deck of 52 playing cards plus 2 jokers.
- Our patented design places the traditional playing card faces on the dice in such a way that popular card hands for most playing card games can be rolled.
- For instance, you can roll every possible rummy run or rummy set (3-of-a-kind or 4-of-a-kind).
- You can use our dice to play or modify any game you usually play with cards—or you can play all sorts of new games using the Square Shooters® dice. Just visit www.squareshooters.com for more game rules and ideas!

How to Play RODEO RUMMY!

Object: Spin, Match and Win! The first player to reach 250 points wins!

Rules:

- Set the spinner in the center of the table.
- Decide who goes first, and then play passes to the left
- On your turn, spin the arrow.
- Your goal is described in the outer ring of the spinner
- Pay attention to the inner ring. You may win or lose points with a bonus or a penalty! Match the symbol in the spinner's inner ring to the legend shown in **Fig. 1** to see about the bonus or penalty that applies to your turn.
- You have three rolls of all 9 dice to collect a hand that matches your goal: after each roll, the player may set some dice aside and roll the remaining dice to try for the goal. Players may also choose to re-roll some of the dice that had been set aside after an earlier roll.
- HINT: you can set aside any dice that you like, even if they don't directly help you reach your goal. For example, if a penalty applies to your turn, then you might want to set aside some dice after your second roll to help avoid the penalty.
- After three rolls, the player totals his score and records the score on the scorepad provided. The scorepad is designed to record the score for the round and to keep a running total score for each player.
- Play continues with the next player.
- Play ends after all players finish their turn in a round during which a player reaches 250 points or more.

Scorekeeping:

The outer ring of the spinner assigns your goal. The goals are all based upon traditional rummy sets and rummy runs (see below for more information about sets and runs. Your goal will be one of the following types:

- Achieve a set of a rank or ranks as shown on the spinner. For instance, "A's & K's" means that your goal is to roll sets of Aces and Kings.
- Achieve a run of a certain suit. For instance "Hearts Run" means that your goal is to roll any run of hearts
- Achieve a run containing a specific rank or ranks. For instance "4,5,6 Run" means that you must roll a run that contains a 4, 5 and 6. Note that you can add more ranks than these three (for instance, 2,3,4,5,6 would count!), but remember that a run must contain cards of the same suit.

- Achieve a rank within either a set, a run, or both. For instance the goal to achieve “4’s in a set and/or run” could be achieved by rolling a 4 of clubs, hearts and spades and also rolling a 3♦, 4♦, 5♦.

At the end of your turn, count your score (be sure to add or subtract your bonus or penalty!)

You cannot score less than zero for a round. If you have a penalty that requires you to deduct points from your score and the deduction would take your score below zero for that round, just write down a zero as your score.

For example: Your goal may be a diamond run, but the inner ring tells you to subtract 5 points for every club on the last roll. If you don’t get the diamond run and you wind up with 4 clubs on the last roll, you would initially calculate a point total of -20 for that round. In this case, simply write down zero as your score.

Sets: A “set” is three or four cards of the same rank (e.g. 777, AAAA, etc.). When the spinner assigns you multiple tasks (e.g. to achieve more than one set), you earn points if you roll at least one of the sets. You do not have to achieve both tasks. For example, if the spinner assigns you a task to achieve both Aces and Kings, then you score points even if you only achieve three kings. Of course you can win more points if you roll a set for both of the ranks listed.

Runs: A “run” is three or more cards of the same suit in consecutive rank order (e.g. 8♦, 9♦, and 10♦).

After your 3rd roll, you may have some dice on the table that do not fit into a set or a run. These other dice are not counted for points at the end of your turn unless specified by your bonus or penalty.

FIGURE 1



Bonus or Penalty: The symbols in the inner ring of the spinner correspond to a bonus or penalty for your task. When the arrow points at your task, just notice the symbol that corresponds to the task and match the symbol to Figure 1 below.

Rummy Point Values

- K, Q, J, 10 = 10 points each
- A = 15 points when used as a set, (A,A,A) or at the high end of a run (Ex: Q,K,A)
- A = 5 points when used at the low end of a run (Ex: A, 2, 3)
- All other cards are worth 5 points
- Jokers are always wild and can be used to complete any set or run—points earned for a joker are the points that would have been earned by the card the joker is representing.
- When 7’s or 8’s are used as wild cards, the points earned are the points that would have been earned by the card that the 7’s or 8’s are representing.

Tiebreaker

If two or more players finish a round tied with 250 points, then the tied players square off in more rounds of play until one player wins more points than the other!

Other Play Options

If you crave variety, you can spin the spinner twice on each turn: once to assign your rummy task, and once to assign your bonus or penalty.

Younger players may not understand the bonus/penalty feature. So in that case just don't play with a bonus or a penalty!

And of course, you can always "free play" a rummy game without the spinner. Here's one way you can play:

Each player rolls three times, trying to build the best combination of any rummy sets or runs. After each roll, the player may set some dice aside and roll only the remaining dice. A player may try to roll any combination of sets or runs, but be careful to look at the dice between each roll to make sure that you can get everything you're trying to get! For instance, you cannot get all four 4's and all four 5's at the same time (4's and 5's are often on the same die). Any dice that do not fit into a set or a run are not counted. Decide for yourselves if you want to use the jokers as wild cards. Choose a winning score to play for & start rolling!

Endless Enjoyment...

The Square Shooters® dice can be used to play or modify almost any existing card game...with countless more games waiting to be invented! Visit our website at www.squareshooters.com to find instructions for more games and to see what other fans are doing with the dice!

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Thank you for playing **RODEO RUMMY™!**

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