Frustration Rummy

MICHAUD TOYS
Est. 1984
FROM OUR FAMILY TO YOURS
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Object: The object of the game is to be the first to complete all 14 rows as listed on the board in order from top to bottom.

Setup: The game is designed for 2 -5 players. You need two decks of cards (including the jokers and the marbles/pieces to mark your rows). Deal 13 cards to each player. Put the remaining cards on the board face down and flip one card over to form a discard pile. All the 2's & Jokers are wild cards. Aces can be high or low in a run.

((All 2's and Jokers are Wild cards))







Play: A player may only complete one row per turn. 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 and then discard one card each time. If the decks run out then simply reshuffle the discard pile except for the top card and make and new draw deck. If a Player has all of the cards to complete a run/set they may lay them down on their turn. The player to go out & get rid of their cards stops the round.

Ending a Round: A round ends when one player goes out. They have completed their row and laid down all their cards and have one left for the discard pile. After a player has completed their row they can get rid of the extra cards in their hands by adding to the table.

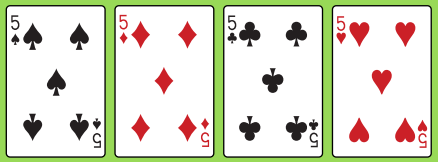
- You may make extra sets of 3's or more
- You may make extra sets of 4's or more
- You may also add to an existing run of your own or of an opponents that has already completed their row. Example: Player 1 has 5 of spades, Player 2 has a run of 6,7,8,9 and 10 of spades. Player 1 may add his 5 of spades to Player 2's run.

A player may play wild cards to any sets or runs. Once a player has completed a row and has run out of cards the round ends. Any players that have completed their row are allowed to move on to the next row. Any players that have not finished their row doesn't move on, they must remain on the row they are working on.

Winning: First player to complete all 14 rows from top to bottom wins the game.

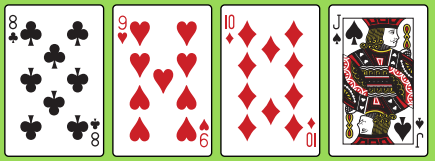
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Sets: A set consists of three or more cards of the exact same denomination, suit doesn't matter (i.e: four 5's)



Suits don't matter in a run/set

Runs: A run is a series of four or more sequential cards. Sequence can be of any suit, as long as they are in direct order.



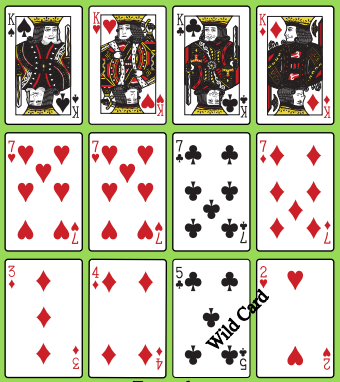
Examples of Rows to complete:

3 Sets of 3



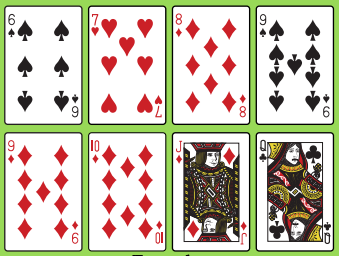
Examples

2 Sets of 4 & Run of 4



Examples

2 Run of 4



Examples

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WARNING:
CHOKING HAZARD - Small Parts.
Not for Children under 3 years old.