



ANARCADE



Rules v1.0

Shuffle your way through classic video games with Anarcade: 8-Bit Rummy! Each card has 3 rows with numbers 1 to 8. Play a set of your own cards with matching numbers on a row or mix up existing sets to find the matches you need. Score points by being the first player to empty their hand and earn 8 points to be the king of the 8-bit generation!

2-4 Players

15-30 Minutes

Ages 7+

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Box Contents

49 Game Cards

4 Rules Cards

1 Product Card

Links

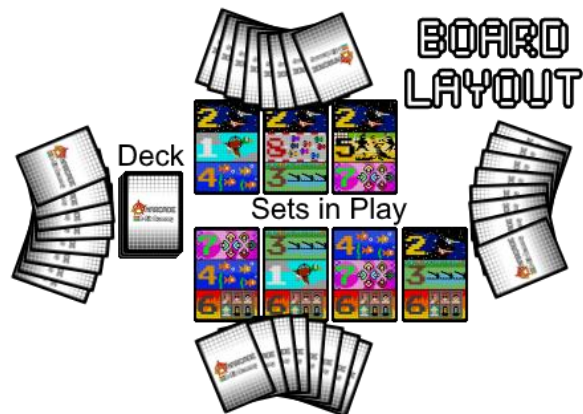
<https://www.facebook.com/AnarcadeCardGame/>

<http://topodog.com>

<https://www.thegamecrafter.com/games/anarcade-8-bit-rummy>

Setup

- Remove any cards without numbers on them from the deck. There are four rules cards in the deck so everybody can have their own.
- Randomly choose a dealer for the first round. If choosing “randomly” is insufficiently satisfying for your group, have each player draw a card from the deck and add up the three numbers on the card. The player with this highest total becomes the dealer for the first round.
- The dealer shuffles the deck and deals 8 cards to each player. The remaining cards in the deck are placed face down in the center of the table.
- The dealer takes the first turn.



Game Play

All cards have a number (1-8) in each of three rows (top, middle or bottom). The objective is to play cards from your hand by making sets of cards that have matching numbers in the same row. You can also play cards directly to extend existing sets or rearrange sets into new ones using cards from your hand.

SET RULES



All card sets must follow 2 rules:

A set must contain 3 or more cards.

All cards in a set must have the same number in the same row.

During your turn, you must play at least one card from your hand or else draw a card from the deck. You cannot choose to draw a card if you have already played a card from your hand this turn. All cards must be played as a part of either a new set or an existing set. All sets are played face up, in a row to the center of the table.

You can split up existing sets and rearrange the cards to make new sets including cards from your hand. However, at the end of your turn all sets must follow the 2 set rules. If you mess up the board and can't put it back to its original state at the end of your turn, you must take all cards that are not part of legal sets into your hand and additionally draw 3 cards. This is the only time you can take cards from the board into your hand. After the player has completed their turn and either played a card or cards from hand or drawn a card, play proceeds to the player to their left.

Winning

If you play all cards from your hand during your turn you win the round. Add up the total number of cards still held by all of your opponents and receive 1 point for each card. The first player to reach 8 points wins the game. If you don't yet have 8 points, the player to left of the dealer becomes the new dealer and a new round begins. Keep track of the points for each player with on scratch paper or by using tokens. You can play to 16 points for a longer game. If there are no cards left in the deck and a player has to draw, then there is no winner for the round, no points are awarded, the player to left of the dealer becomes the new dealer, all cards are shuffled and a new round is started.

Have fun!