



FLOWER CARDS

RUMMY

With the 12 different suits and the variation of Scroll, Animal and Bright cards, Flower Cards is a great deck of cards for playing Rummy. These rules include the traditional Hanafuda card values and as there are no card ranks for Flower Cards runs are not included. This version of Rummy has been written using the rules we enjoy playing, but there are many variations of Rummy so feel free to adapt the rules to the variation you enjoy playing.

USE ALL 48 ILLUSTRATED CARDS. LEAVE THE BLANK CARD IN THE BOX.

Objective

Be the first player to collect enough points to meet the winning points threshold. Collect points from the cards left in your opponents' hand by being the first player to empty your hand of card in each round. You empty the cards in your hand by making sets of matching cards of the same suit or the same type (Scrolls, Animals or Brights).

Choose the first player

A player shuffles the cards and each player will cut the deck to determine the first player. Closest to January is the first player for the first round. In a tie, reshuffle then the tied players cut the cards again until there is one player closest to January. The player to the first player's right will be the dealer for the first round.

Deal

The dealer collects the cards, shuffles and deals cards one at a time face down to each player in clockwise order. Number of cards dealt depends on the player count:

- **2 players** - 10 cards per player
- **3 or 4 players** - 7 cards per player
- **5 players** - 6 cards per player

The leftover cards are placed face down on the table in reach of all players to form the stock pile. The top card of the stock pile is turned face up and placed next to the stock pile to start the discard pile.

How to play

Starting with the first player and then moving clockwise there are four actions on your turn, two of which are optional. You may perform all four actions in one turn if you are able to.

1. **Draw a card**
2. **Play a set (optional)**
3. **Lay off cards (optional)**
4. **Discard a card**

1. Draw a card - Choose the top card from either the stock pile or the discard pile and add to your hand. If you take a card from the stock pile, keep the card secret from all other players.

2. Play a set - If you have a matching set of three or more cards in your hand, you may play this set in front of you on the table face up. This is an optional action, you may have a matching set in your hand and choose not to play to the table.

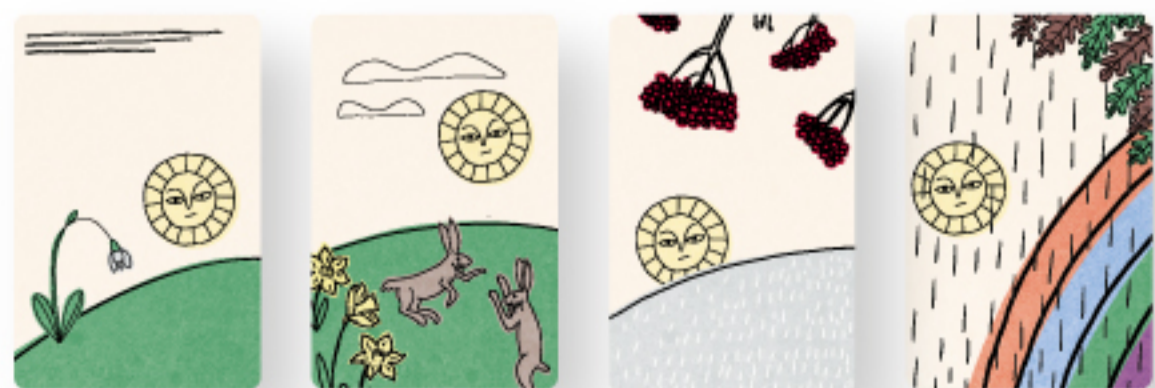
Valid sets are listed as follows: 3 or 4 cards of the same month | 3 or more Scroll cards | 3 or more Animal cards | 3 or more Bright cards

Examples

A set of 3 cards of the same month



A set of 4 cards of the same type (Bright):



You may only play one set per turn unless you “Go Rummy”. “Going Rummy” is when you play all of the cards in your hand at once as one or more sets. You must not have played any cards from your hand previously to “Go Rummy” and you may include the card you have drawn in **1. Draw a card** or discard one leftover card as per action **4. Discard a card**.

Example of “Going Rummy” in a 3-player game:

Stock pile



Discard pile



Player's hand



Player has four Bright cards in their hand, two Crocus and one Blackberry Animal. For action **1. Draw a card** they take the Crocus Animal card into their hand and now have two complete sets to “Go Rummy”



The player can now play both sets as a single action with a set of four Bright cards and a set of three Crocus cards. They complete their turn with action **4. Discard a card** and discard the Blackberry Animal card and have no cards left in their hand.

3. Lay off - You may lay off one or more cards from your hand that match with any number of sets already on the table. Cards may be played to sets that either you or any opponent have previously played. This is an optional action, you may have cards in your hand which could be laid off and choose not to play to the table.

Example of laying off:



- A. Player 1 has drawn a December card and may lay off into their previously played set of December cards.
- B. Player 1 may also lay off their Scroll card into the set of Scroll cards Player 2 has played.
- C. Player 1 may also lay off their Animal card into the set of Animal cards Player 3 has played.

4. Discard a card - The final action of your turn is to discard one card from your hand face up into the discard pile. If the card you took into your hand from action **1. Draw a card** was from the discard pile, you may not discard the same card on this turn.

Resetting the stock pile

If the last card of the stock pile has been drawn by a player and all players still have cards in their hand then the stock pile needs to be reset. The current player finishes their turn and discards one card to the discard pile. The next player may draw the top card of the discard pile on their turn, or choose to turn the discard pile over without shuffling to create a new face down stock pile and draw the top card as their first action. The player will discard into a new discard pile and play will continue as before.

End of round

The round ends immediately as soon as one player has no cards left in their hand when they finish their turn. After drawing a card, a player may play a set to empty their hand of cards without the need to discard on their turn if it will empty their hand of cards.

The winning player collects points for the round from each player based on the cards remaining in their hands with the below point values:

Chaff cards	1 point per card
Scroll cards	5 points per card
Animal cards	10 points per card
Bright cards	20 points per card

If a player has “Gone Rummy” their points are doubled for the round.

Take note of the scores for each player and gather all cards to prepare for the next round. The next player clockwise becomes the dealer and starts the next round from the **Deal**.

End of game

The game ends when one player meets the points threshold required to win the game. The below table shows the points we recommend for short and long games depending on player count:

Number of players	Short game points	Long game points
2	100	250
3	150	300
4	200	400
5	250	500

Alternatively, for a quicker game play rounds equal to the number of players with the player scoring the highest amount of points the winner. In the event of a tie, tied players share the victory.