

ROMi RAMi

Romi Rami is a rummy-style card game with a card market to build your hand, and another to complete contracts. Keep your eye on the available Trophies and the Suit Bonuses to boost your score, and use your Joker wisely to score that big contract!



Don't want to read the Rules? Check out the video



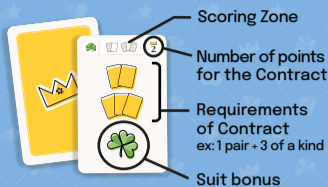
Contents

• 92 Number cards

in 4 suits: Heart, diamond, cherry, clover.



• 36 Contract cards



• 4 Trophy tokens (double-sided)

Number of points for the Trophy



• 4 Joker tokens



• First Player token



Setup

Carefully punch out the Trophy tokens, the Joker tokens and the First Player token. Separate the Contract cards from the Number cards to create two decks.

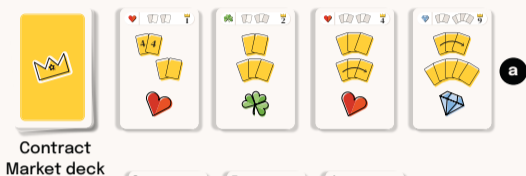
- Shuffle both decks individually.
- Distribute 3 Number cards to each player.
- Fill the Markets:
 - Contract Market:** 4 cards
 - Number Market:** 6 cards
- Toss the Trophy tokens in the air. The face-up sides of the tokens will be the Trophies for the game.
- Give each player a Joker token.

Goal

The goal of the game is to score the most points. To do this, the player must fill contracts, taking into account:

1. Number of points on the Contracts;
2. The Trophy tokens for the current game;
3. The Suit Bonuses associated with the different contracts.

Result of Trophy toss



Turn Structure

The youngest player takes the First Player token and begins the game. Play proceeds in clockwise order. A turn consists of 3 STEPS, carried out in this order:

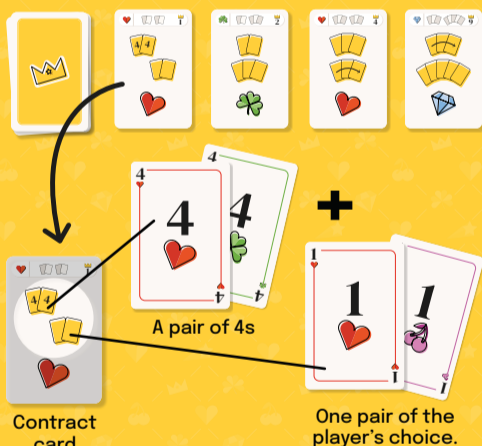
- 1 Take up to 3 Number cards from the Number Market with a common characteristic, either the same number or the same suit.



In this Number Market, the player can take any of the following combinations:

- Both 5s
- The three diamond cards
- Both 4s
- Any single Number card

- 2 Fill one or more contracts in the Contract Market (optional). To fill a contract, you must respect the requirements on the Contract card (see next page).



JOKER: The player may use their Joker Token once per game to take the place of any card in a contract. The Joker is returned to the box after it is used. It does not count as a bonus suit at the end of the game.

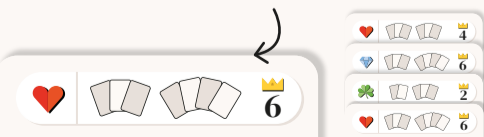
FILLED CONTRACTS

Once you have filled a contract you must:

- Add the Contract card to your Scoring Tableau
- Keep Number cards for their Suit Bonus

SCORING TABLEAU

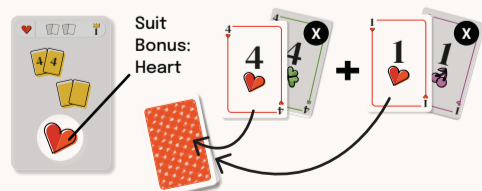
Your Scoring Tableau will be used for counting your points at the end of the game. Simply place filled Contract cards in front of you so that they overlap, leaving only the Scoring Zone visible.



SUIT BONUS

Identify the Suit Bonus of the contract you have just filled. All the cards of that suit used to fill this contract should be placed in a face-down pile next to your Scoring Tableau. Each card here will count for 1 point at the end of the game.

The other Number cards used to fill the contract are discarded. X



- 3 Refill the Markets and check hand size (mandatory).

- The Contract Market is refilled to 4 Contract cards
- The Number Market is refilled to 6 Number cards

You must have at least 3, and at most 10, cards in your hand at the end of your turn.

- If you have less than 3, refill your hand to 3 cards from the Number deck.
- If you have more than 10, discard until you have 10 cards.

The Trophies

Trophies are awarded to the players who have the most of each Trophy requirement in their Scoring Tableau.

- If the Trophy shows a suit, the player who has the most of that suit in their Scoring Tableau wins the Trophy.



For example, the 'Heart' Trophy is given to the player with the most 'heart' symbols in their Scoring Tableau.

♥	4
♠	6
♣	2
♦	6

- If the Trophy shows a card combination the player who has the most of that type of combination in their Scoring Tableau wins the Trophy.



A 3-card combo Trophy is awarded to the player with the most 3-card symbols in their Scoring Tableau.

3-card	4
2-card	6
1-card	2
0-card	6

In the case of a tie for any Trophy, none of the players receive the Trophy.

A Trophy is awarded to the player whose Scoring Tableau has the most:



Cherries



Hearts



Clovers



Diamonds



2-Card Combos



3-Card Combos



4-Card Combos



5-Card Combos

End of Game

The game ends when players fill their:

- 5th Contract (4 players)
- 6th Contract (3 players)
- 7th Contract (2 players)

When this happens, the game finishes at the end of the current round (the First Player does not play again). Move on to Counting Points.

Counting Points

The player with the most points wins the game.

In their Scoring Tableau, Players Count:

Trophies

Score the number of points on any Trophies you have won.



Contract Points

Score the number of points on the right side of the cards in your Scoring Tableau.



Suit Bonus Cards

Score one point per card in your Suit Bonus pile.



Unspent Joker Token

Score one point if you still have your Joker Token at the end of the game.

In the case of a tie, the player with the most Suit Bonus cards wins.

Result of Trophy toss



+ 3pts



+ 3pts



+ 5pts



+ 2pts

+ 24pts

♥	1
♠	6
♣	6
♦	2
♥	4
♠	4
♣	4
♦	1

+ 18pts

♣	2
♠	6
♣	6
♠	4
♣	4
♠	6



+ 5pts



+ 6pts

Emmett = 38 pts

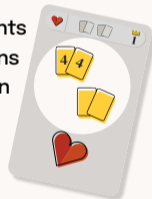


+ 1pt

Violet = 29 pts

Contract Requirements

To fill a Contract, all the requirements must be met. Each Contract contains one requirement, or a combination of requirements described below.



IMPORTANT: Only the numbers are considered in combinations. The suits are optional; they are simply there to provide Suit Bonuses.

You may, therefore, fill a '4 Card Sequence' Contract with 4 different suits if you wish.



A pair
2 identical numbers of the player's choice



A Specific Pair
2 specific numbers



3 of a Kind
3 of the same number



4 of a Kind
4 of the same number



3 Card Sequence
A sequence of 3 consecutive numbers



4 Card Sequence
A sequence of 4 consecutive numbers



5 Card Sequence
A sequence of 5 consecutive numbers



5 of a Kind
5 of the same number

REMINDERS:

→ Sequences must be made with consecutive numbers.



→ All pairs, 3 of a Kind, 4 of a Kind, or 5 of a Kind are made with identical numbers regardless of their suit.

In the case of a combination of requirements such as '2 Pairs', the player may use cards of the same value to make multiple pairs. For example, the player has four '2' cards; they can either make 4 of a Kind or 2 pairs.



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