

# HIGH OCTANE™

HOT ROD RUMMY CARD GAME!

**PLAYERS:** 2-4

**CONTENTS:** 54 cards and instructions

## INSTRUCTIONS

**OBJECT:** Be the first player to get rid of all of the cards in your hand by creating “sets”, “runs” and “hitting”.

**SETUP:** The oldest player is the first dealer. The deal moves to the left for consecutive rounds. The dealer shuffles the deck and deals each player seven cards. After the deal the next card is placed face up on the table to start the discard pile, and the remainder of the deck is placed face down next to it making a draw pile.

**DEFINITIONS:**

**SET-**A set is made of two or more cards with the same number. *EXAMPLE: 7,7,7.*

**RUN-**A run is made of three or more cards numbered in order. *EXAMPLE: 4,5,6,7.*

**HITTING-**Hitting is the way to get rid of left-over cards after making a set or run. You make a hit by putting a card directly on a set or run already laid down. The card must properly fit with the cards already down. *EXAMPLES: You may add one or more 4's to a players existing set of 4's. You add a 2 to a players existing run of 3,4,5,6. You may hit on your cards, another players cards or both.*

**GAMEPLAY:** Each turn consists of the following parts;

**THE DRAW-**Begin by taking a card from the discard or draw pile into your hand.

**LAYING A SET OR RUN-**If you have a valid set or run you may lay it on the table.

You are not obligated to lay down even if you are able to play.

**HITTING-**If you have laid a set or run you may add cards to your own, or others sets and runs. There is no limit to the amount of cards you hit.

**DISCARD-**At the end of you turn one card must be discarded from your hand and placed on top of the discard pile.

**WINNING:** The first player to “Go Out” by getting rid of all of the cards in their hand wins that round. All other players must add up the point values of their remaining cards. This point total is awarded to the winner of the round. The first player to score 100 points is the winner.



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