



BAMM!™

For 2 to 6 Players

Description

BAMM! is a fast paced rummy game where players compete to make sets and runs using shared cards on the table. The object of the game is to score the most points by the time any player runs out of cards.

Best With

Series 641 Dual Value Playing Cards™.

Setup

Remove the jokers from the deck, shuffle the Dual Value Playing Cards™ and deal four cards to each player. Place the remaining cards face down in a stock pile.

Play

The CLEVERest player starts by playing any card from their hand, face up to the center of the table, then drawing a card from the stock pile. Play proceeds to the left, with each player, in turn, laying any card on the table so all played cards are visible, then drawing a card.

BAMM!

Any player may play out of turn by calling "BAMM!" and combining *one or more* cards from their hand with *two or more* cards from the table to create a run or set. (A *run* is a sequence of three or more cards with consecutive numbers of the same suit. A *set* is three or more cards with the same value of any suit.) Either value on a card may be used, *but only one value per card*. All cards in the run or set are put into the player's points pile.

A player cannot call "BAMM!" immediately after their turn; they must wait until the next player plays or someone else calls "BAMM!" There is a one point penalty for calling "BAMM!" and being unable to play a run or a set.

Each time a player calls "BAMM!", they draw only one card from the stock pile regardless of how many cards they played from their hand. In this way, players' hands are slowly depleted.

The player of the BAMM! takes the lead.

Game End

The game is over immediately when any player plays their last card, either in turn, or on a BAMM!

Scoring

The player to go out first gets a three point bonus by adding three cards from the stock pile or table up cards into their points pile. The remaining players subtract a card from their points pile for each card left in their hand.

Winning

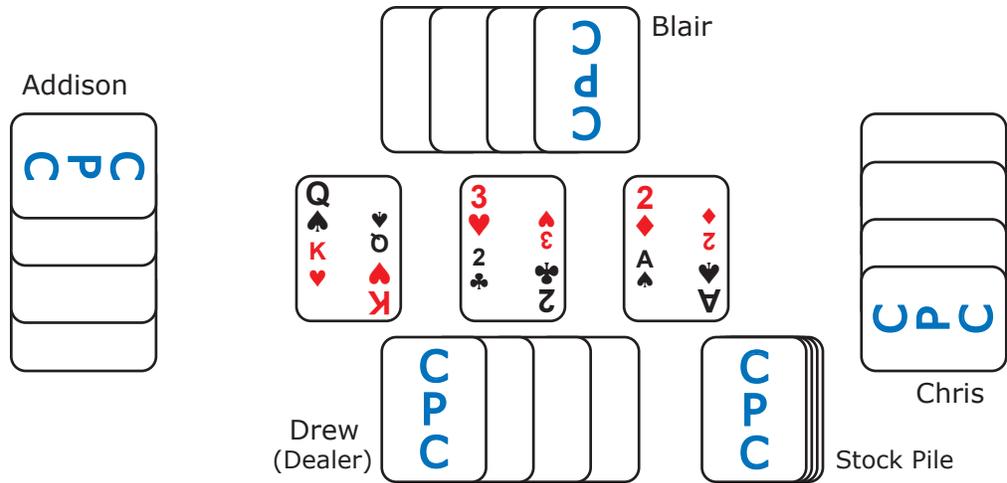
The player with the most cards in their points pile is the winner and of course, most CLEVER.

Example

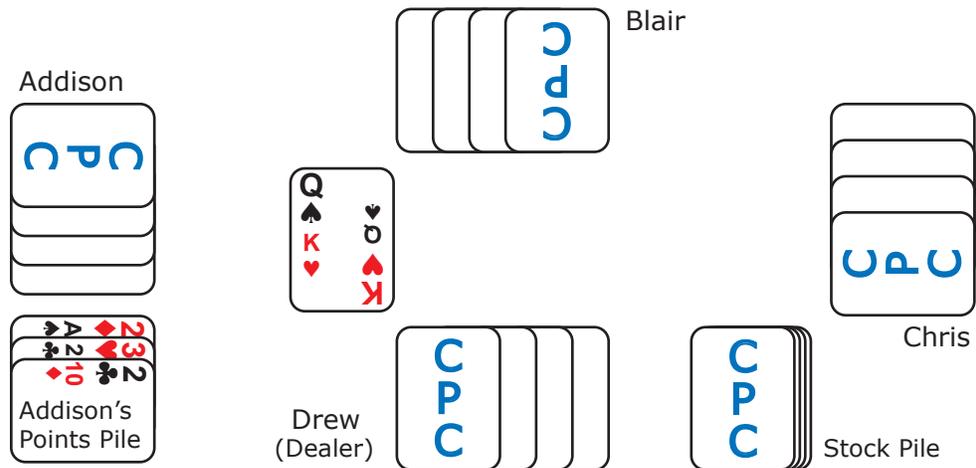
At the start of a four person game, Addison plays the Q♠/K♥ then replenishes her hand with one card from the stock pile.

Blair plays the 3♥/2♣ and draws a card from the stock pile.

Chris plays the 2♦/A♠ and draws a card from the stock pile.



Addison calls "BAMM!" and plays the 2♣/10♦, creating a set of 2's. These three cards get moved to Addison's points pile.



Addison draws a card from the stock pile, which brings her hand back up to four cards. (If she had had two 2's in her hand, she could have played them both but still would only draw one card. She would be down to three cards in her hand. She'd be on her way to going out, but have fewer cards to make runs and sets.)

Addison takes the lead, skipping Drew.