

Rummy Runway

2-6 players, 20-30 minutes, 8 and up

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It's time for a fashion show! Along with the other fashion houses, it's time to show your style by merging fabric with form. Form outfits, Riff off of Outfits your opponents made, and aim to use all your cards first. The first to 100 Style Points wins!

Components

- 124 poker-sized cards
 - 100 Outfit cards (3 copies of each number from 0 to 9 and red, yellow, blue, along with 1 wild copy of each number)
 - 18 Runway cards
 - 6 ref cards
- 18 cubes / chipboard tokens (3 each of 6 different colors)

Setup(each round)

- Separate the Outfit cards from the Runway cards. Shuffle each deck and place the decks face-down in the middle of the table.
- Place 3 Runway cards in a face-up row to the right of the Runway deck. These become the 3 Runways for the round.
- Deal each player 7 Outfit cards face-down. Hold these in your hand.
- Flip the top card of the Outfit deck face-up and place it just right of the deck to start the discard row.
- The player wearing the most stylish outfit starts the first round. In the following rounds, the player currently in last place starts the next round (if tied, choose randomly).
- Play proceeds clockwise.

Play / on your turn

Start your turn by either drawing the top card from the deck or any number of cards from the discard row into your hand. Once done, choose **one** of the following actions you may take as many times as you wish:

- **Play an outfit** (exactly 1  Style, 1  Item, and 1  Fabric). There are two types of outfits: formal outfits and casual outfits:
 - **Formal outfits are a set**, and have all 3 cards are of the same number
 - **Casual outfits are a sequence**, and have 3 cards in ascending order (the order of the colors does not matter).
- **OR Riff**: play 1 hand card onto either end of any existing outfit, then take the card from the other end. **The card you play must be the same color as the one you take, and outfits should still have exactly 3 cards in them.**

- The card you play goes into that Outfit, while the card you take is moved to your Closet, a face-up row of cards in front of you.
- Cards in your Closet are worth the points on the card and can be used in a future outfit if you wish. They cannot be used to Riff off of another Outfit, however.

End your turn by discarding 1 card to the right edge of the discard row. If you have more than 3 cards in their closet, discard down to 3 cards.

If you have played your third outfit or go out of hand cards, the round is over (head to 'End of round / scoring'). Otherwise, play continues clockwise.

About the Wild Cards



- The deck contains 10 Wild cards, one of each number.
- Wild cards are not worth any points in an Outfit or when Riffing, but they're useful because they're so flexible.
- The wild color cards have a number in the top-left, and can be any color you want (*but only this number*).

About Outfits

Outfits are your chance to showcase your style!

-  Style cards: the outfit's general style - preppy, formal, punk, vintage, etc.
-  Item cards: the actual item to be worn - a hat, a scarf, a shirt, pants, etc.
-  Fabric cards: what the outfit is made from - cotton, leather, denim, silk, etc.

Riffing example

Let's say you've made the Vintage Lace Hat Outfit to the right - nicely done! You or another player could Riff off of this outfit by playing **either** a blue 1 to the left (taking the blue 4 card) **or** a red 5 to the right (taking the red 2).



In this example, I Riff by adding the red 5 to make it a Cyberpunk Lace Hat. The red 5 I played stays with the outfit, and I add the red 2



to my Closet. That red 2 can now be used to Riff on another Outfit or used in another Outfit.

End of round / scoring

The end of the round is triggered when any player has played their third outfit or is out of hand cards. This can happen because they play an outfit, discard their final hand card, or Riff with it. When this happens, all other players take one final turn. This is your last chance to make an Outfit or Riff this round!

When the round ends, all players score points from cards in your outfits, your closet, and any trends their outfits follow. There is no penalty for cards still in your hand at the end of the round. Track everyone's scores with pen and paper.

If there are no more Runway cards, or any player has reached 100 Style points, proceed to the 'End of game' section. Otherwise, gather all the Outfit cards, shuffle them up, and play another round.

End of game

The game ends when any player has reached 100 Style points or more or after 6 rounds, whichever comes first. (Before starting play, feel free to set this to 100 for a longer game, 30 for a shorter game, etc.)

The player with the most points wins. If tied, the player with the highest-scoring outfit in the last round wins. If still tied, all tied players win.

Strategies

- Try to pay attention to what players discard or draw.
- Formal Outfits (3 of the same number) are harder to make, but harder to mess up. Casual Outfits (3 cards in a sequence) are easier to make, but easier to mess up.
- Remember that you can always Riff off of your own outfits or any other player's.