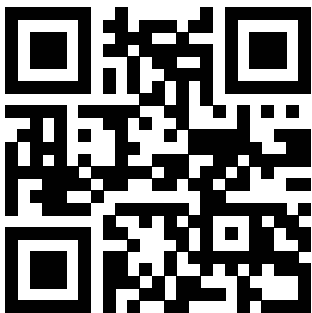


Regal⁺

SCORZO™

THE WILD SIDE OF RUMMY!

Scan for video instructions:



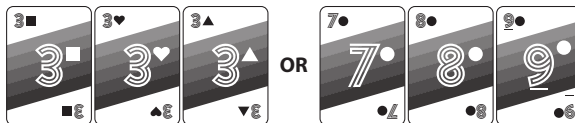
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OVERVIEW

- Two identical decks of 56 cards. Each deck has:
 - Six wild cards.
 - Five unique suits with cards numbered 1 to 10.

OBJECTIVE

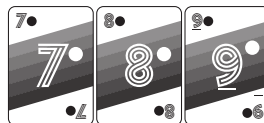
To gather cards that can be combined into melds. Melds are a set of three or more of the same numbered cards or runs (straights) of at least three cards in the same suit.



The lowest score after 11 rounds wins.

CARD VALUES

Card values equal the card numbers (i.e. 1=1 point, 2=2 points, etc.). In the rare case a wild card is not part of a meld, it equals 15 points.



7 pts

8 pts

9 pts

DEALING CHART

ROUND	CARDS DEALT TO EACH PERSON
1	8 CARDS
2	7 CARDS
3	6 CARDS
4	5 CARDS
5	4 CARDS
6	3 CARDS
7	4 CARDS
8	5 CARDS
9	6 CARDS
10	7 CARDS
11	8 CARDS

STARTING A ROUND

- Prior to starting round 1, each player draws a card at random from the deck and the highest card determines the first dealer. If there is a tie, draw until there is a winner. Each round a new dealer deals. The deal moves in a clockwise direction.
- Dealer deals the number of cards indicated on the Dealing Chart for that round to each player.
- Dealer flips the top card face-up creating the discard pile.
- Dealer places the remaining cards face down to create the draw pile.

PLAYING THE GAME

- The player to the left of the dealer chooses the top card from either the draw pile or the discard pile to add to their hand.
 - The player may choose to keep or discard that card.
 - Should the player choose to keep that card, the player must discard another card from their hand.
 - Discarded cards should be placed face-up on top of the discard pile.
- At the end of every turn, the player should have the same number of cards in their hand as they started with that round.
- Once a player completes their turn, the player to the left begins their turn. Play continues in a clockwise direction.
- If the draw pile runs out of cards, flip over the discard pile to make a new draw pile.

END OF ROUND

- The goal of a round is to have a complete hand consisting of only melds.
- Wild cards can be any value used to complete a meld. More than one wild card can be used in a meld.
- If a player has only melds, then the player calls SCORZO™ at the end of their turn.
 - Before calling SCORZO™, you must finish your turn by discarding a card, leaving you with the same number of cards you started with.
- Each player then gets one last turn in an effort to improve their hand by reducing the total value of cards not belonging to a meld.

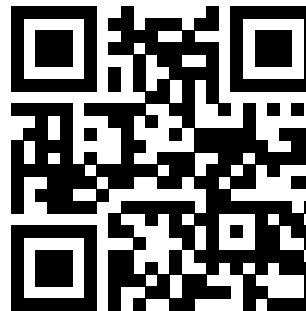
SCORING

Once each player has played their last turn, any cards that are not part of a meld are added to their score.

WINNING THE GAME

The player with the fewest points after all 11 rounds wins the game. In the event of a tie a three card round will be played to determine the winner.

Scan for video instructions:



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