



GAMEWRIGHT™

MUMMY

RUMMY



Rules



Mummy Rummy is a fun filled card game where chaos reigns in an ancient Egyptian tomb! Play as Egyptian priests (*turned mummy-wranglers*) and coax the mischievous mummies back into their sarcophagi, using relics found within the catacombs. Collect sets of cards that match the symbols on the Mummy Cards to restore peace (*and quiet*) to the tomb! The player with the highest score at the end of the game wins.



CONTENTS



70 Tomb Cards
46 Relics & 24 Deities



25 Mummy Cards



5 Reward Cards



2 Reference Cards



SETUP

1. Shuffle all the Mummy Cards placing them face down within reach of all players. Now draw 5 Mummy Cards placing them face up next to the deck in a line. These are the Escaped Mummies!
2. Place the 5 Reward Cards above the Mummy Cards.
3. Shuffle all the Relic and Deity Cards together to create the Tomb deck. Deal out 5 cards to each player. Place the Tomb Deck face down within reach of all players. Flip the top card of the Tomb Deck and place it face up to the side to start the discard pile.

The player who woke the earliest today goes first.



MUMMY RUMMY CARDS

Relic Cards

There are 8 different types of Relic Cards. To collect a Mummy Card, play a set of Relic Cards that matches the icons on the bottom of the Mummy Card you want to collect.



Deity Cards *(see page 10)*

Deity Power Cards ♀

These powerful cards can only be used once per turn.

Deity Relic Cards 🗿

Play these as Relic Cards; you can play as many as you like.

Deity Reaction Cards 🦅

Play these in response to other players' actions.

Deity Instant Cards 🕷️

When drawn, you must use this card immediately.



Mummy Cards



Animal Mummies



Commoner Mummies



Royal Mummies



Reward Cards *(see page 9)*

If you are the only player to meet the requirements specified on one or more of these cards at the end of the game, you will earn bonus points.



Let's Play!

Mummy Rummy is played in turns where players draw cards, play Relic and Deity Cards to collect scoring Mummies and manage their hand wisely by discarding.

ON YOUR TURN

1. Draw:

You must draw a card from the Tomb Deck or the top card of the discard pile.

NOTE: If you have no Tomb Cards at the start of the turn draw 6 cards instead of just 1.

2. Play Cards:

- You may play one Deity Power Card.
- Play any number of Relic Cards and/or Deity Relic Cards.

3. Collect Mummies:

You may collect one Mummy for each set of Relic/Deity Relic Cards played that match the icons on the bottom of that Mummy Card.

- You may only collect 1 Mummy per set of cards.
- Any Mummy Cards collected are placed face down in front of you.



**NOTE: You may collect more than one Mummy on your turn if you have another matching set.*

4. Discard:

If you can, you must discard a Tomb Card to the discard pile.

- If you have no cards to discard, draw 5 new cards instead. Do not discard.
- If you have no cards in your hand after discarding, draw 5 new cards.

5. End Your Turn:

Replace any Mummy Cards collected from the line this turn with new cards from the Mummy Deck.

Play then passes to the left.

ENDING THE GAME

The game ends when a player has collected 5 Mummies. Complete the current round so that all players have had an equal number of turns.

SCORING

- All players reveal the Mummies they have collected.
- If a player has met the requirements of a Reward Card, they may collect it.
- Total the points for all collected Mummies and Reward Cards.
- The player with the highest total points wins the game!
- If there is a tie, the player with the highest valued Mummy wins. If there is still a tie, the player with the next highest valued Mummy wins.



23 points for mummies + 8 for all 3 cats = 31 points

Reward Cards

Each card specifies a set of conditions that, if met, allows one player to claim that card's bonus points during scoring.



Power to the People (5 points)

Have the most Commoner Mummies and no Royal Mummies. If there is a tie no one can claim it.



Animal Collective (5 points)

Collect the most Animal Mummies. If there is a tie no one can claim it.



Crocodile Rock (8 points)

Collect all 3 Crocodile Mummies.



Cat Power (8 points)

Collect all 3 Cat Mummies.



Game Night (8 points)

Collect both Gamer Mummies.

Deity Cards



Hathor (x2) **Power**
Mother Goddess

Go through the discard pile and take any one card, placing it in your hand.



Osiris (x4) **Power**
God of Justice

Draw two cards from the Tomb Deck.



Thoth (x2) **Power**
God of Intellect

Shuffle the Escaped Mummies back into the deck, then lay out 5 new Mummies.



Anubis (x2) **Power**
God of the Underworld

Take any one Commoner Mummy from the line of Escaped Mummies.



Horus (x2) **Power**
God of the Sky

Draw cards into your hand equal to the number of players. Then give one card from your hand to each player.



Bastet (x4) **Power**
Goddess of Beauty

Steal a random Tomb Card from another player's hand.




Ammit (x1) Power Devourer of the Dead

Take a random Mummy from another player and shuffle it into the deck.






Ra (x2) Relic God of the Sun

You may use this card as any one Relic Icon on a Royal Mummy  card.



Isis (x2) Relic Goddess of Life and Magic

You may play this card as any Relic Icon except the Staff of Ra , Royal Seal  or the Book of the Dead .



Set (x2) Reaction God of Deception

Stop a player from stealing a Tomb Card and instead steal one from their hand.



Khepri (x1) Instant God of the Rising Sun

End your turn immediately. Discard all of your Tomb Cards. Shuffle the discard pile into the Tomb Deck. Now flip a card from the deck to start a new discard, it's the player to the left's turn.

NOTE: If Khepri is drawn after using a Horus or Osiris card, these cards are cancelled. Discard all Tomb Cards drawn into your hand previously and draw no more. Then follow Khepri's rule.

A word from Gamewright

Mummy Rummy holds a special place in our hearts here at Gamewright, being one of the first games that we launched. We wanted to bring the game back in a whole new version with new graphics and gameplay. We are very excited for you to play it!

*YOU SHOULD PLAY
IT RIGHT MEOW!*



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