

Players must subtract 10 points per non wild card and 50 points per wild card from their score for the cards they are holding at the end of the game.

Sample Plays:



Play 1: 131 Points
¹40 x 2 + 51 = 131
 (Independent Creation)

Time Limit:

From the beginning of or at any point during the game, the players can use the sand timer as a tool to enforce the per move time limit. If players do not play their cards within the one minute time limit, they lose their turn.

Strategy Tips:

1. Playing hands on lines 1, 3, 5, 7 and 9 creates more space on the board.
2. Saving wild cards for "just the right moment" can win the game for you.
3. Studying the cards played will tilt the skill / luck balance in your favor.

How To Win The Game:

The player with the highest final score when the game ends, wins the game. In the case of a tie, the player with the highest score on their final turn wins.

The game ends either when ALL of the cards have been drawn from the draw deck and one of the players has no more cards to play and calls "**Po-Rum-Bo**" or when ALL of the players do not play any cards on the board for two consecutive turns. When playing multiple games, the player who plays first and the dealer are both rotated clockwise one person each game.

Additional Game Play Options:

Team Game Play:

When there are three or four players, the game can be played with "1 Player" and/or "2 Player" teams (1:1:1, 2:1, 1:1:1:1, 2:1:1, 2:2). In team game play, in addition to each "1 Player" or "2 Player" team alternating turns, the players within a team must also alternate turns.

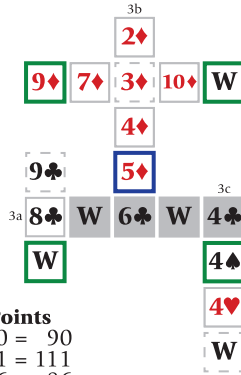
Solitaire Game Play:

Solitaire Po-Rum-Bo is an entirely separate strategy card / board game. The same game play rules apply. However, the object of this "1 Player" game is simply to place all 52 cards from one of the decks of mini playing cards on the 81 square game board before you run out of available plays or space on the board. Place all of the cards on the board and you win. Good luck!

Play 2: 256 Points
²50 x 3 + 106 = 256
 (Intersection)



Play 3: 287 Points
^{3a}30 x 3 + 00 = 90
^{3b}50 x 2 + 11 = 111
^{3c}30 x 2 + 26 = 86
 (1 Intersection, 2 Extensions)



PO-RUM-BO

A Card Matching Game With An Intersecting Twist™

- Game Rules -

Contents:

- 2 Decks Of Mini Playing Cards
 (Each Deck Contains 52 Cards & 2 Jokers)
- 1 One Minute Sand Timer
- 1 Game Board
- 1 Game Rules

1 - 4 Player Game For Ages 8+

Included Cards Can Also Be Used To Play

Poker & Rummy

Visit: www.Po-Rum-Bo.com

For Replacement Parts And Additional Orders, For New Products And Offers
 Or For Questions And Comments Visit www.XPlusProducts.com
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 The X Plus Products Name And Logo, The Po-Rum-Bo Name and Logo,
 The Distinctive Design Of The Colorful Game Board With Designated Bonus Squares,
 As Well As The Board Game Tagline: A Card Matching Game With An Intersecting Twist™
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Object Of The Game:

To outscore your opponent(s). Players criss-cross playing cards using cards Ace/1 - 10 of all four playing card suits either "Across or "Down" on a game board with bonus squares, scoring points with every play of the game based on the cards played, the hands created and the board bonus squares used.

Game Set Up:

Remove the contents from the box and layout the 81 square game board. Randomly select a player to shuffle one of the two decks of mini playing cards. Once the deck is shuffled, each player draws one card. The player who selects the lowest number plays first. Aces always represent the number "1". During this process, any player who draws a face card must draw again. If there is a tie, the players who tied draw again. After the starting player has been selected, return the cards to the deck. The player counter-clockwise to the starting player must reshuffle the deck. This player then deals eight cards to each player and places the remaining cards face down next to the game board as the draw deck. The two Jokers are not used in Po-Rum-Bo.

When ready, begin play, one play per turn, in a clockwise direction.

How To Create Hands From The Cards:

There are seven different types of hands that can be created and played on the board and they are listed below with examples of each.

3 Cards Of The Same Rank

(Three Of A Kind) - Single Play Hand (x1)



4 Cards Of The Same Rank

(Four Of A Kind) - Double Play Hand (x2)



3 Consecutive Cards Of The Same Suit

(Three Straight Flush) - Single Play Hand (x1)



4 Consecutive Cards Of The Same Suit

(Four Straight Flush) - Double Play Hand (x2)



5 Consecutive Cards Of The Same Suit

(Five Straight Flush) - Triple Play Hand (x3)



5 Consecutive Cards

(Five Straight) - Double Play Hand (x2)



5 Cards Of The Same Suit

(Five Flush) - Double Play Hand (x2)



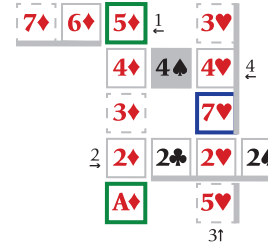
How To Play Hands On The Board:

There are three different ways to play the seven different types of hands on the board and they are listed below with examples of each.

Independent Hand Creation

(Three Examples To The Right) - Play 3, 4 Or 5 Cards

Players can build independent hands on the board if they play at least one of their cards on one of the four green squares.



Shaded Cards
(New Plays)



Existing Hand Intersection

(Four Examples To The Left) - Play 1, 2, 3 Or 4 Cards

Players can build onto existing hands on the board by intersecting one card of any existing hand(s) to create a new hand.

Existing Hand Extension

(Two Examples To The Right) - Play 1 Or 2 Cards

Players can build onto existing hands on the board by extending the end(s) of any existing hand(s) to create a new hand.



General Game Play Rules:

Cards may only be played on the game board along one line per turn, either "Across" or "Down". Diagonal plays are not allowed. ALL hands must be either 3, 4 or 5 cards in length. On any given turn, players can play either 0, 1, 2, 3, 4 or 5 cards on the board. Players can create, intersect and extend multiple hands per turn and they score points for every new hand created.

At the end of each turn, the players must record and announce the score for their turn as well as their total game score and then draw cards from the top of the draw deck equal to the number of cards they played during their turn.

Once cards are played on the game board, they do not move until the game is over. If players cannot play any cards on the board, they lose their turn.

Wild Cards:

The face cards (Jacks, Queens and Kings) are wild and can represent ANY number (Ace/1 - 10) and ANY suit (Spades, Hearts, Clubs or Diamonds). The 12 wild cards of the game can represent different cards from hand to hand.

Scoring Rules:

1. Score 10 points for every non wild card used in each new hand created.
2. Multiply the total of each new hand created by 1, 2 or 3 based on whether each new hand is a single play, double play or triple play hand.
3. Add X bonus points to each new hand created if any cards in the hand are played on bonus squares. Bonus squares count every time they are used.