



GRIM RUMMY

Meet **Dave**, the world's friendliest Grim Reaper. He's clocked out early for game night — and he's bringing chaos with him. Dave's been bored lately, so he's made some duplicates of himself to make Game Night fun.

Grim Rummy is a quick, quirky twist on the classic card game, featuring cute reapers, spooky suits, and plenty of dark laughs. Match suits, play Wild Daves, and laugh in the face of mortality as you outwit your friends.

Fast-paced, easy to learn, and wickedly fun for 2–5 players.

Grim Rummy — because even Death deserves game night.

Definitions

- Dave – Our little Grim Reaper and mascot of the game. Any card with Dave on it is a Dave.
- Harvest – Pool of face up cards in the middle of the table near the draw pile.
- Seed – Add cards face up to the Harvest (from the deck or a hand). Any Daves drawn from the deck are shuffled back into the deck and a replacement is drawn. Daves may not be added from a hand.
- Reap – Take from the Harvest and place it in your Plot.
- Plot – Area in front of each player of face up cards.
- Link – Two cards that match numeric values of different suits or numeric values in sequence in the same suit.
- Chain – A set of two or more cards that are Linked. A card cannot be in more than one Chain at the same time.



- Circle of Life – When making a Chain of numerical values, a 1 can be at the top and bottom at the same time: 9-1-2 is a legal Chain.

Setup

1. Shuffle the Deck
2. Deal 5 cards to each player and place the remaining Deck face down as the draw pile.
3. Seed the Harvest equal to the number of players.

Turn

1. You must play 1 card from your hand if you can. Choose 1 of the following:

- **Play a Dave:** Resolve Dave's power. You must do all of the tasks on the card or you cannot play that Dave. Discard Dave after use.
- **Seed 1 from your hand:** You may Reap 1 *other* card that matches either the suit *OR* the number of the card you just Seeded. If there is not a match, you cannot Reap a card.
- **Link 1 from your hand to a card in your Plot:** To play a card into your Plot, it must Link another card already in your Plot.
- **If you do not have a legal play:** Reveal your hand and pass.

2. You may rearrange your Plot, Linking and un-Linking cards at any time. Unlinked cards in your Plot stay in your Plot
3. If the Harvest has fewer cards than the number of players, Seed the Harvest until it is equal to the number of players. (Play continues even if there are not enough cards to Seed.)
4. Draw back up to 5. (Play continues even if there are not enough cards to draw.)

End Game

- The game ends when all players pass.
- Score:
 - Each card may only be scored once
 - 1 point for each Linked card
 - 1 bonus point for each card beyond 3 in a Chain
 - Tie Breakers: Least number of unlinked cards then longest chain then most chains

Components

- Suits: 9 cards in 7 suits: Ravens, Moons, Skulls, Crypts, Scythes, Horses, and Lanterns
- Dave the Reaper cards: One in each suit plus 10 additional Wild Daves
- Total: 80 cards



Scoring Example

At game end, a player's Plot has:



11 points for 11 Linked cards

1 bonus point for having four 2s (Chain of more than three cards)

2 bonus point for having a Chain of five cards (7-8-9-1-2) in Lanterns

No bonus points for the 4 and 5 of Skulls

No points for the 4 of Horses or 7 of Scythes (they are not Linked)

14 points total

NOTE

You could rearrange this plot slightly, moving the 2 of Lanterns to be with the other 2s, but it would not change the final score (1 more bonus point there but 1 less in the 7-8-9-1 Chain of Lanterns).

You could also take the 7 from the 7-8-9-1-2 Chain and put it with the 7, which would also not change the score (12 points for 12 Linked cards instead of 11 but 1 less bonus point for the 8-9-1-2 Chain of Lanterns).